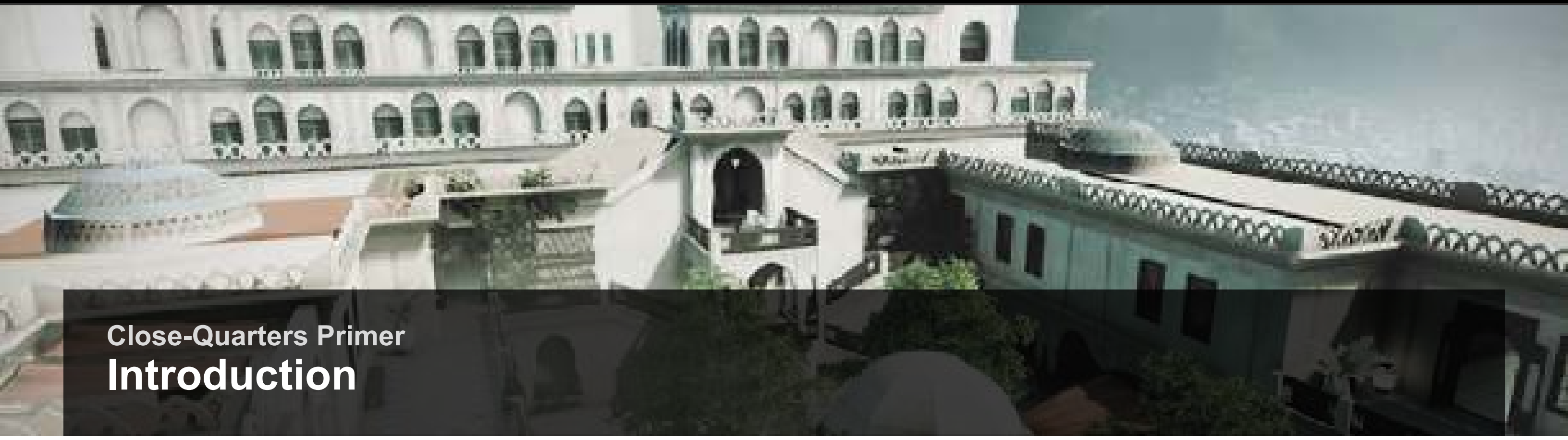


Close-Quarters Primer

Introduction

What's New?

Battlefield 3: Close Quarters is a themed expansion pack bringing the team play of *Battlefield 3* to tight indoor environments. The frantic close-quarters infantry combat is amplified by unprecedented high-definition destruction, new ways to play, more weapons, and added persistence. Here's a quick summary of the new features:

- **Four new maps:** The tight level design and many opportunities for vertical gameplay mean your team will need to bring their A game if they want to stay alive in this highly competitive theater of war.
- **New game modes:** The new Conquest Domination and Gun Master game modes are tailored specifically for the new maps in Close Quarters, guaranteeing you a host of new and memorable Battlefield moments.
- **HD destruction:** The new high-definition destruction in Close Quarters allows you to riddle the environment with bullets, reducing entire locales to ruin. Everything from furniture to plaster can be shot to pieces, and players can see the result of the mayhem as rubble and broken pieces pile up on the floor.
- **New weapons:** By completing ten new assignments, you can unlock new weapons such as assault rifles, carbines, light machine guns, and sniper rifles. The rapid-firing M5K PDW and the devastating SPAS-12 shotgun are also available, perfect for those point-blank encounters.
- **Expanded persistence:** In addition to the new assignments, Close Quarters adds five new achievements and trophies and a variety of unique dog tags you can equip to display your accomplishments.

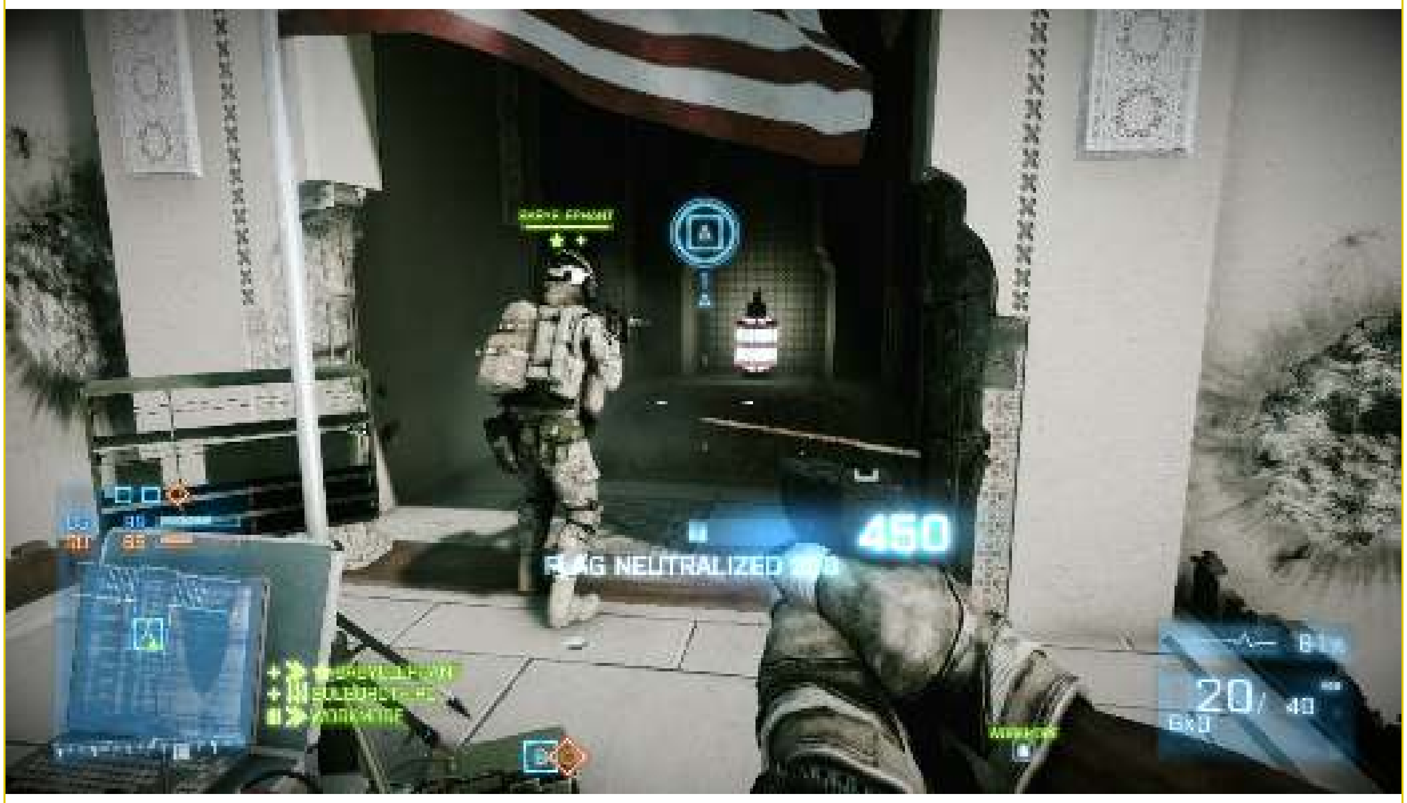
Close-Quarters Primer

Game Modes

There are four game modes available on each of the new *Close Quarter* maps, offering plenty of variety for all. Most of the game modes are familiar classics, but the addition of Gun Master and the new Conquest Domination variant ramps up the intensity for those who prefer nonstop action. Due to the compact size of the new environments, Rush and Squad Rush are not available on the *Close Quarters* maps.

Close-Quarters Primer

Conquest Domination

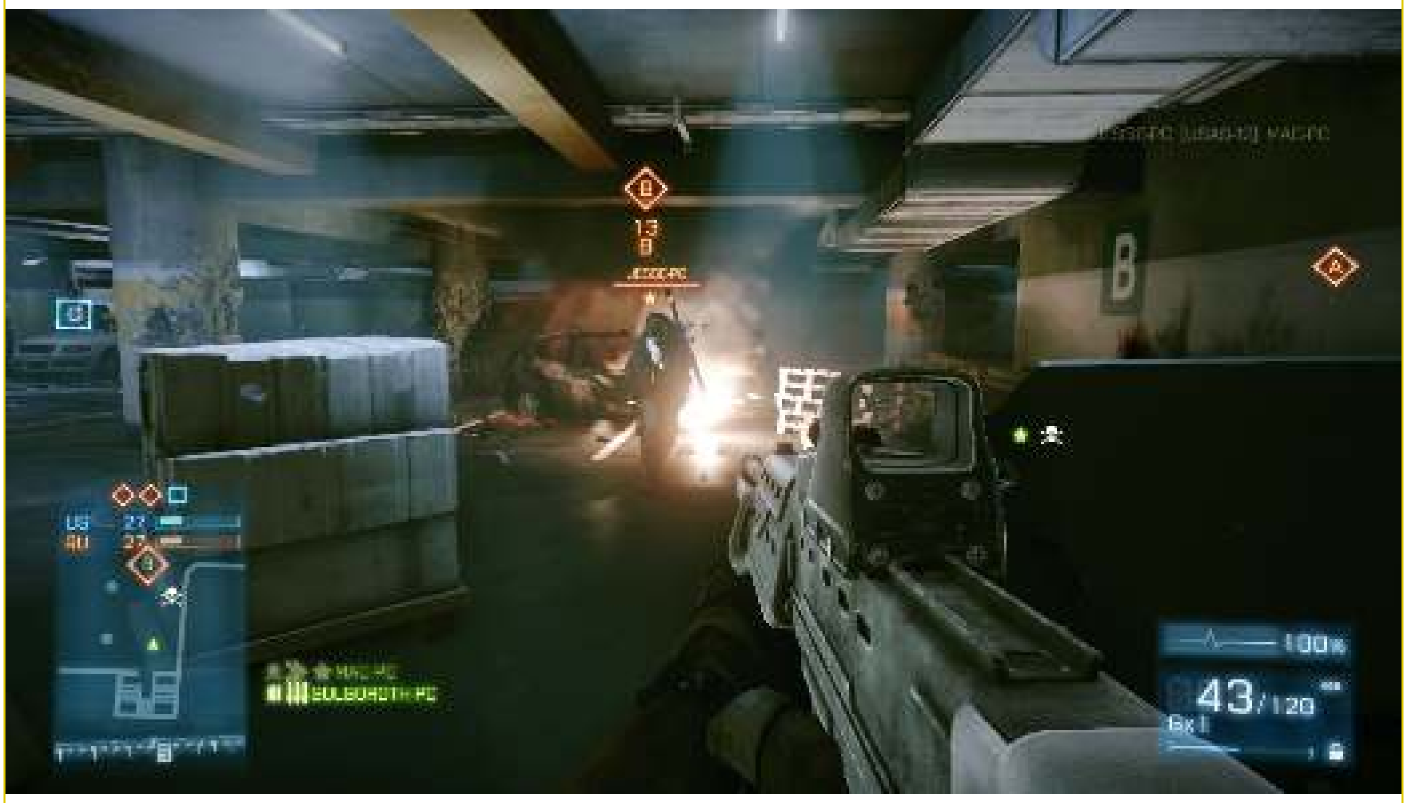


Flags are converted at a faster rate in Conquest Domination. But it still helps to have a teammate within the capture radius to speed up the process. Just watch out for claymores and C4.

Max players: 16

Conquest Domination is a variant of the classic Battlefield game mode and is fine-tuned for the smaller-scale maps featured in Close Quarters. The core fundamentals work the same as classic Conquest as your team tries to dominate the area of operations by capturing control points and holding them. Simply stand next to a flagpole at a control point to raise your team's flag—the more teammates there are in the flag's capture radius, the faster the flag is raised.

The time it takes to convert a flag in Conquest Domination has been reduced, meaning you won't have to wait long to raise your team's flag. However, the capture radius of each flag is very small, requiring you (and your teammates) to stand very close to the flagpole during the capture phase, leaving you vulnerable to ambushes and booby traps. Once captured, flags cannot be used as spawn points. When spawning into the game, a random spawn point is chosen near a friend. It's far more preferable to join a squad and spawn on one of your squadmates.

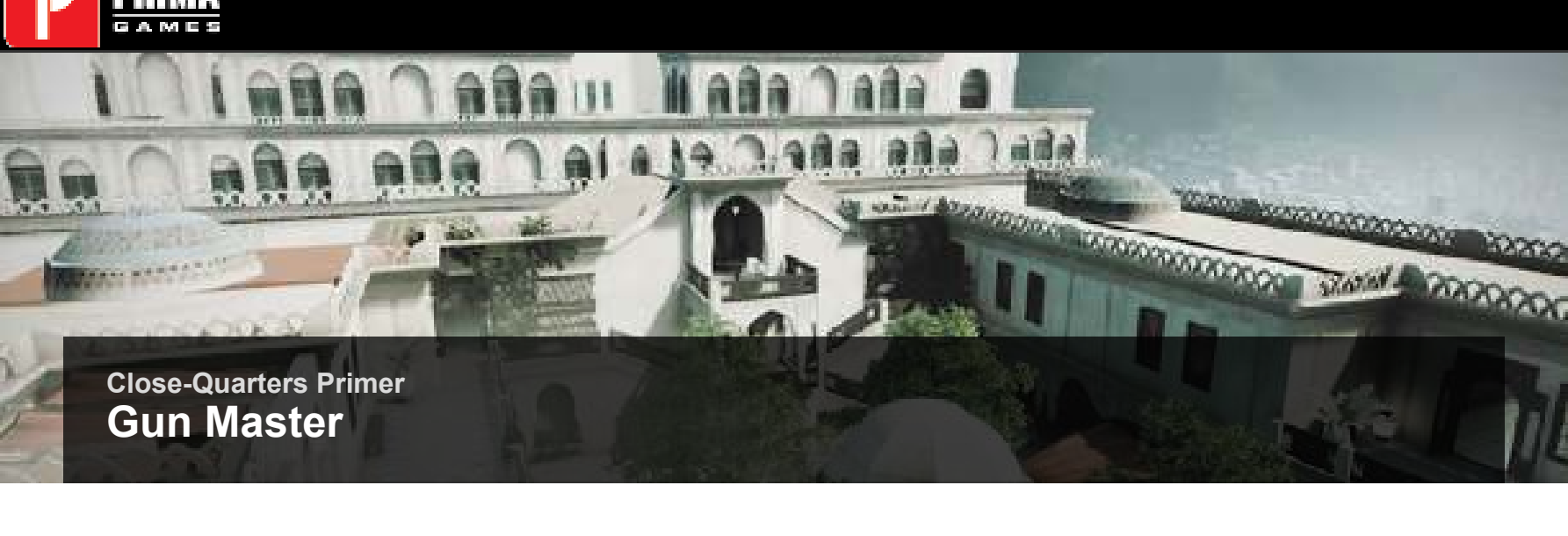


As with all Conquest matches, expect heavy traffic around each of the map's three flags. Once a flag is captured, don't forget to defend it.

As in classic Conquest matches, both teams have a limited number of reinforcements known as tickets. The ticket count for both teams appears just above the minimap—the team who runs out of tickets first loses the match. You can drain the enemy ticket count by holding more than half of the control points on the map. Since there are just three control points on each map, you need only hold two flags to initiate a ticket drain. So capture two flags early on and stay put, forcing the enemy to attack your defended positions. Leaving a flag undefended guarantees a prompt capture by the opposing team.

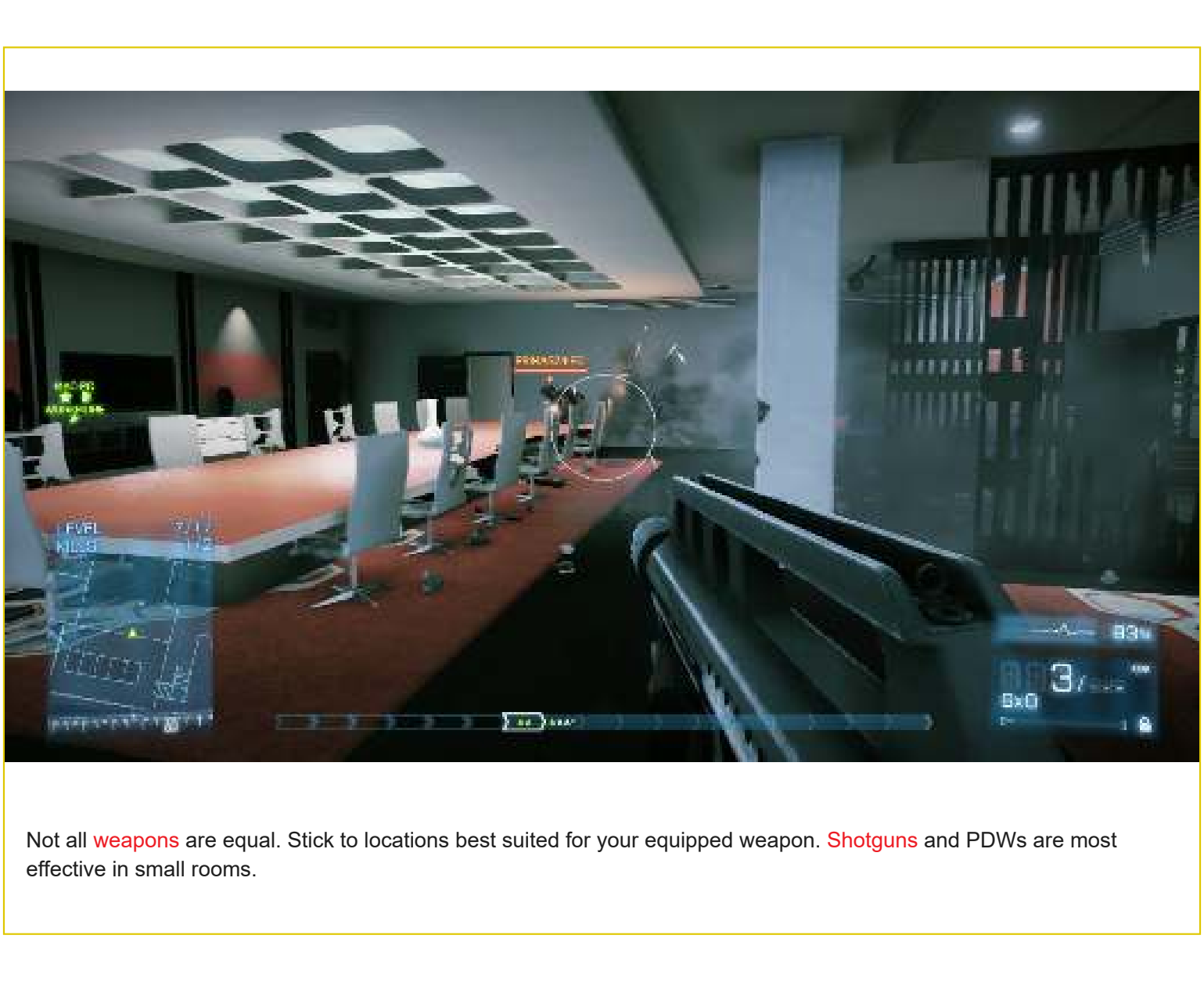
Assigning each squad on your team a flag is a good way to ensure all control points are covered. Throughout the duration of the match, each squad focuses on attacking and defending their assigned flag. Without a solid gameplan or any defensive efforts, these matches become a whack-a-mole-like footrace as each player runs from one enemy-held flag to the next.

PRIMA GAMES



Close-Quarters Primer

Gun Master

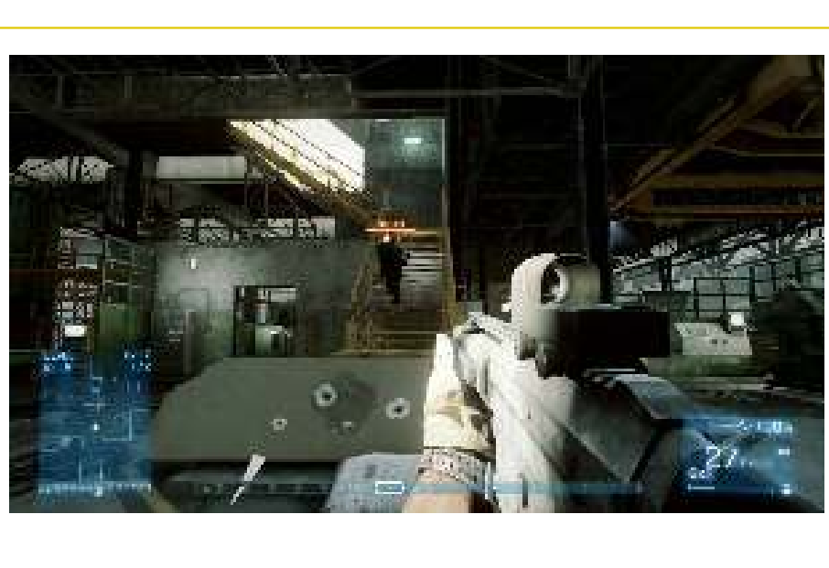


Not all weapons are equal. Stick to locations best suited for your equipped weapon. Shotguns and PDWs are most effective in small rooms.

Max players: 16

Gun Master is completely new to Battlefield 3, requiring you, your teammates, and opponents to progress through 17 levels of weapons. At each level you're assigned a single firearm and a knife. You must score two kills with the assigned firearm before progressing to the next level, where you're assigned a new weapon. Knife kills do not count toward the two-kill total, but they result in demoting your victim. So if an opponent is progressing too quickly, kill them with a knife to knock them back one kill.

Every player begins at Level 1, equipped with an MP443 pistol and a knife. But as the match progresses and some players score more kills than others, the dynamic of each engagement differs, often giving players with one particular weapon a significant advantage over their opponents. For example, the first player to reach Level 4 gains a PP-19 fully automatic PDW. This gives them a leg up on the competition still running around with pistols. But higher-level weapons aren't always better. The PNG-90 sniper rifle, equipped at Level 15, is one of the most difficult weapons to master given the cramped spaces of each map. At Level 17 you're equipped with only a knife and must score a single kill to win the match.



Playing Gun Master is a great way to become familiar with the new weapons you haven't unlocked yet, like the ACW-R carbine.

During Gun Master matches, players are divided into two teams. While you can utilize teamwork to hunt down opponents, all spawning is random, often placing you in a remote area of the map. You cannot spawn on teammates. So take some time moving in the direction of your teammates, appearing as green ID tags on the HUD. While it's possible to succeed on your own, if you come across a group of players working together, you'll have a tough time surviving the engagement. You're better off moving around the map with one or two buddies. Before rushing into a Gun Master match, review the weapons equipped at each level. Adjust your tactics at each acquired level to take advantage of the assigned weapon's strengths.

Level 1: MP443

- Ammo: 9 x 19 mm Parabellum
- Magazine Capacity: 18
- Fire Mode: Single shot
- Rate of Fire: Semi-auto
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: None

Chambered in 9 mm, the MP443 lacks stopping power. So be prepared to rapidly fire multiple rounds at your opponents to produce lethal results. Fortunately, the pistol sports a generous 18-round magazine, allowing you to fire continuously with minimal reloads. The MP443 is also surprisingly accurate when firing from the hip at close range. But for any targets beyond 15 meters, always aim through the weapon's iron sights. Get your two kills with this weapon as quickly as possible, because you'll be outclassed once your opponents progress to the 93R and PDWs.

Level 2: 93R

- Ammo: 9 x 19 mm Parabellum
- Magazine Capacity: 20
- Fire Mode: Three-round burst
- Rate of Fire: 900 rpm
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: None

This is a variant of the M9 pistol modified to fire a three-round burst. The high rate of fire gives the 93R a significant advantage over the MP443, particularly when engaging opponents at close range. However, at intermediate to long range, the pistol is difficult to keep on target due to muzzle climb. Consider aiming low, allowing the recoil to rake bullets across your target vertically as you fire. But the 93R is best deployed at close range, where its rate of fire greatly outperforms the MP443 and .44 Magnum. Just be sure to reload often. The 93R's 20-round magazine empties fast.

Level 3: .44 Magnum

- Ammo: .44 Magnum
- Magazine Capacity: 6
- Fire Mode: Single-shot
- Rate of Fire: Semi-auto
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: None

Compared to the MP443 and 93R, the .44 Magnum is a high-powered precision weapon capable of taking down opponents with one or two hits. Think of it as a handheld sniper rifle. But to novice shooters, scoring hits with the .44 Magnum can be a frustrating experience. First off, never fire this gun from the hip. Always aim through the iron sights, even when engaging opponents at close range. Due to the revolver's low rate of fire and limited six-round cylinder, take careful aim and make each shot count. For best results, aim for center mass, hitting your target in the torso with two quick shots. If you're feeling lucky, aim for the opponent's head for an instant kill. Target enemies at intermediate to long range and avoid firefights at close range where the .44 Magnum's low rate of fire and reload speed becomes a serious liability.

Level 4: PP-19

- Ammo: 9 x 18 mm Makarov
- Magazine Capacity: 55
- Fire Mode: Automatic
- Rate of Fire: 900 rpm
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: Suppressor

Sporting a massive 55-round magazine and a blistering rate of fire, the PP-19 gives any shooter a serious advantage over opponents stuck with the first three pistols. This PP-19 is also equipped with a suppressor, significantly reducing muzzle climb. But the suppressor also reduces the weapon's range and accuracy when firing from the hip. So always use the weapon's iron sights when engaging opponents beyond 15 to 20 meters. At close range, feel free to fire from the hip while holding down the trigger. The PP-19's suppressor also eliminates muzzle flash, making it easy to stay hidden from opponents, particularly if camping near a choke point.

Level 5: P90

- Ammo: 5.7 x 28 mm
- Magazine Capacity: 50
- Fire Mode: Automatic
- Rate of Fire: 900 rpm
- Range: Short
- Optic Attachment: Reflex (RDS)
- Primary Attachment: None
- Secondary Attachment: None

The P90 functions similar to the PP-19, equipped with a large 50-round magazine. But this PDR is equipped with a Reflex (RDS) sight, making it easier to engage enemies at close and intermediate ranges. Even while firing prolonged automatic bursts, the P90 exhibits minimal recoil. So don't be afraid to lay down a generous burst of automatic fire to bring down each opponent. Chances are your opponent will drop long before you run out of ammo. Despite the addition of the Reflex (RDS) sight, this is still a close-quarter weapon, so avoid wide-open spaces where opponents with long-range rifles can gain the upper hand. Instead, try to ambush opponents in small rooms and cramped corridors.

Level 6: SPAS-12

- Ammo: 12 gauge
- Magazine Capacity: 5
- Fire Mode: Single-shot
- Rate of Fire: Pump-action
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: None

The SPAS-12 has a lot in common with the 870MCS. Both are extremely lethal pump-action shotguns capable of dropping opponents with a single hit. However, the damage of the SPAS-12 drops off significantly over range, making it most effective during point-blank engagements. The SPAS-12 must be reloaded one shell at a time. To avoid lengthy reload times, make a habit of reloading the weapon after each shot. Also, stick to areas of the map where you can ensure close-range encounters. Stairways, corridors, and doorways are great places to ambush your opponents, practically guaranteeing you a one-shot kill.

Level 7: MK3A1

- Ammo: 12 gauge
- Magazine Capacity: 6
- Fire Mode: Automatic
- Rate of Fire: 255 rpm
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: 12G Frag

Also known affectionately as the Jackhammer, this fully automatic shotgun's bark is often worse than its bite. Loaded with 12G frag rounds, the MK3A1 is great for suppression but lacks the stopping power to put down opponents quickly. Don't be surprised if you have to unload an entire magazine of frag rounds into an opponent before they fall. The weapon is extremely loud, too, leaving little mystery to the shooter's whereabouts. Like any shotgun, this bad boy is best deployed at close range while holding down the trigger. But the shotgun's box magazine holds only eight rounds, so make each shot count. You don't want to get caught reloading during a close-quarter duel.

Level 8: ACW-R

- Ammo: 5.56 x 45 mm NATO
- Magazine Capacity: 30
- Fire Mode: Automatic
- Rate of Fire: 850 rpm
- Range: Long
- Optic Attachment: Reflex (RDS)
- Primary Attachment: None
- Secondary Attachment: Laser sight

Graduating to the ACW-R assault rifle finally gives you some long-range capability. Consider stalking opponents in wide-open spaces or channeling fire down long corridors. The Reflex (RDS) optical sight allows for quick and easy target acquisition at any range. But in close quarters, you're sometimes better off firing from the hip, taking advantage of the improved accuracy offered by the laser sight attachment. However, when engaging enemies at intermediate to long range, consider switching the laser sight off. It merely gives away your position and provides no accuracy bonus while aiming through the Reflex (RDS) optical sight.

Level 9: MTAR-21

- Ammo: 5.56 x 45 mm NATO
- Magazine Capacity: 30
- Fire Mode: Automatic
- Rate of Fire: 900 rpm
- Range: Long
- Optic Attachment: Holographic (HOLO)
- Primary Attachment: Foregrip
- Secondary Attachment: Laser sight

The bullpup configuration of the MTAR-21 carbine makes it ideal for close-quarter engagements. Combining the maneuverability of a PDW with the stopping power of an assault rifle, the MTAR-21 is one of the most balanced weapons in this game mode. The Holographic (HOLO) optical sight is great for engaging targets at any range. The combination of the foregrip and laser sight attachments also makes this a particularly accurate weapon when fired from the hip.

Level 10: AUG A3

- Ammo: 5.56 x 45 mm NATO
- Magazine Capacity: 30
- Fire Mode: Automatic
- Rate of Fire: 700 rpm
- Range: Long
- Optic Attachment: Reflex (RDS)
- Primary Attachment: Foregrip
- Secondary Attachment: Laser sight

Like the MTAR-21, the AUG A3 benefits from a bullpup design, making it ideal for maneuvering in tight spaces. The weapon comes equipped with a laser sight, ideal for shooting from the hip at nearby enemies. But when engaging opponents beyond 15 meters, always aim and engage your target while peering through the Reflex (RDS) optical sight. Like most weapons, the AUG A3 is much more accurate and stable while aiming through the attached sight. This helps offset recoil, allowing you to keep the weapon on target, even during automatic bursts.

Level 11: SCAR-L

- Ammo: 5.56 x 45 mm NATO
- Magazine Capacity: 30
- Fire Mode: Automatic
- Rate of Fire: 620 rpm
- Range: Long
- Optic Attachment: Holographic (HOLO)
- Primary Attachment: Foregrip
- Secondary Attachment: Laser sight

The SCAR-L performs similarly to the MTAR-21 and AUG A3, so don't expect a major change in tactics while issued this weapon. This is a hard-hitting carbine capable of accurately neutralizing opponents at short and intermediate ranges. While the carbine exhibits significant recoil when fired in long automatic bursts, the foregrip attachment helps improve stability, particularly when firing from the hip. But limit yourself to short bursts when engaging targets beyond 20 meters and aim through the Holographic (HOLO) optical sight for improved accuracy.

Level 12: LSAT

- Ammo: 5.56 x 45 mm NATO
- Magazine Capacity: 100
- Fire Mode: Automatic
- Rate of Fire: 650 rpm
- Range: Medium
- Optic Attachment: M145 (3.4x)
- Primary Attachment: Foregrip
- Secondary Attachment: Laser sight

This cumbersome belt-fed light machine gun can be difficult to maneuver in close quarters, so stay close to teammates and consider providing suppressive fire. The LSAT has a large 100-round box magazine, allowing for prolonged automatic bursts, ideal for pinning opponents while your teammates flank. It takes approximately six seconds to fully load a fresh magazine in this weapon, so make sure you find a safe location before reloading. The scope and laser sight attachments give the LSAT both intermediate and short-range capability. Keep the laser sight on while moving around corners and through other tight spaces. The accuracy bonus the laser sight affords helps offset the weapon's wild recoil when firing from the hip.

Level 13: L86A2

- Ammo: 5.56 x 45 mm NATO
- Magazine Capacity: 45
- Fire Mode: Automatic
- Rate of Fire: 750 rpm
- Range: Medium
- Optic Attachment: ACOG (4x)
- Primary Attachment: Foregrip
- Secondary Attachment: Heavy barrel

The L86A2 is a light machine gun that functions similar to an assault rifle. The bullpup configuration makes it relatively maneuverable, and the box magazine is much faster to reload than its bigger belt-fed cousins. This makes it much easier to operate in tight quarters than the LSAT. But the weapon still exhibits rather harsh recoil, so go easy on the trigger and aim through the scope to increase stability and accuracy. The foregrip attachment helps decrease muzzle drift, making it relatively accurate when shooting from the hip at nearby opponents. But the heavy barrel attachment makes the weapon most accurate when aimed through the scope.

Level 14: M417

Ammo: 7.62 x 51 mm NATO

- Magazine Capacity: 20
- Fire Mode: Single-shot
- Rate of Fire: Semi-auto
- Range: Very long
- Optic Attachment: ACOG (4x)
- Primary Attachment: Foregrip
- Secondary Attachment: Flash suppressor

Don't confuse this weapon with the M416 assault rifle. Although they have similar names and design characteristics, the M417 is a semiautomatic rifle, firing one round per trigger pull. The loss of automatic functionality calls for a change-up in tactics. Instead of engaging opponents at close range, leverage the rifle's accuracy and stopping power by sticking to open areas or long corridors. The M417 has impressive stopping power, usually dropping opponents with only two or three shots. The flash suppressor muzzle attachment is also a nice addition, helping you remain hidden.

Level 15: JNG-90

- Ammo: 7.62 x 51 mm NATO
- Magazine Capacity: 10
- Fire Mode: Single-shot
- Rate of Fire: Bolt-action
- Range: Very Long
- Optic Attachment: ACOG (4x)
- Primary Attachment: Straight pull bolt
- Secondary Attachment: Laser sight

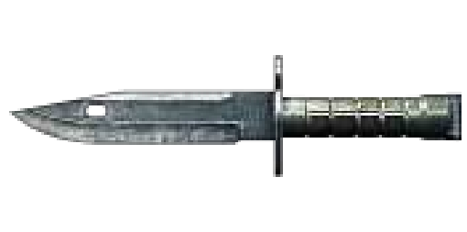
The JNG-90 is a slow-firing bolt-action sniper rifle with amazing stopping power. But finding a place to accurately deploy this weapon can be tricky. Instead of racing around the map looking for victims, find a relatively safe place and wait for opponents to come to you. Scout out elevated sniper perches or simply take aim down a long, high-traffic corridor. Always aim through the scope before firing and try to score a headshot if possible. The straight pull bolt attachment allows you to chamber a new round while still peering through the scope. But if your target survives the first hit, be ready to move. If you stand still while trying to chamber a new round, you probably won't live long enough to fire a second bullet.

Level 16: M320 LVG

- Ammo: 40mm LVG
- Magazine Capacity: 1
- Fire Mode: Single-shot
- Rate of Fire: N/A
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: None

Unlike traditional high-explosive rounds that explode upon impact, this M320 grenade launcher fires fuse-delayed LVG rounds that detonate approximately 3 to 4 seconds after being fired. This allows you to bounce grenades off of surfaces or around corners, ideal for engaging enemies without exposing yourself to incoming fire. On the downside, the fuse delay gives opponents plenty of time to run away before the grenade detonates. Focus your fire on small rooms and choke points where opponents have a tough time maneuvering. Fortunately, you need only one kill with this weapon to advance to the final level.

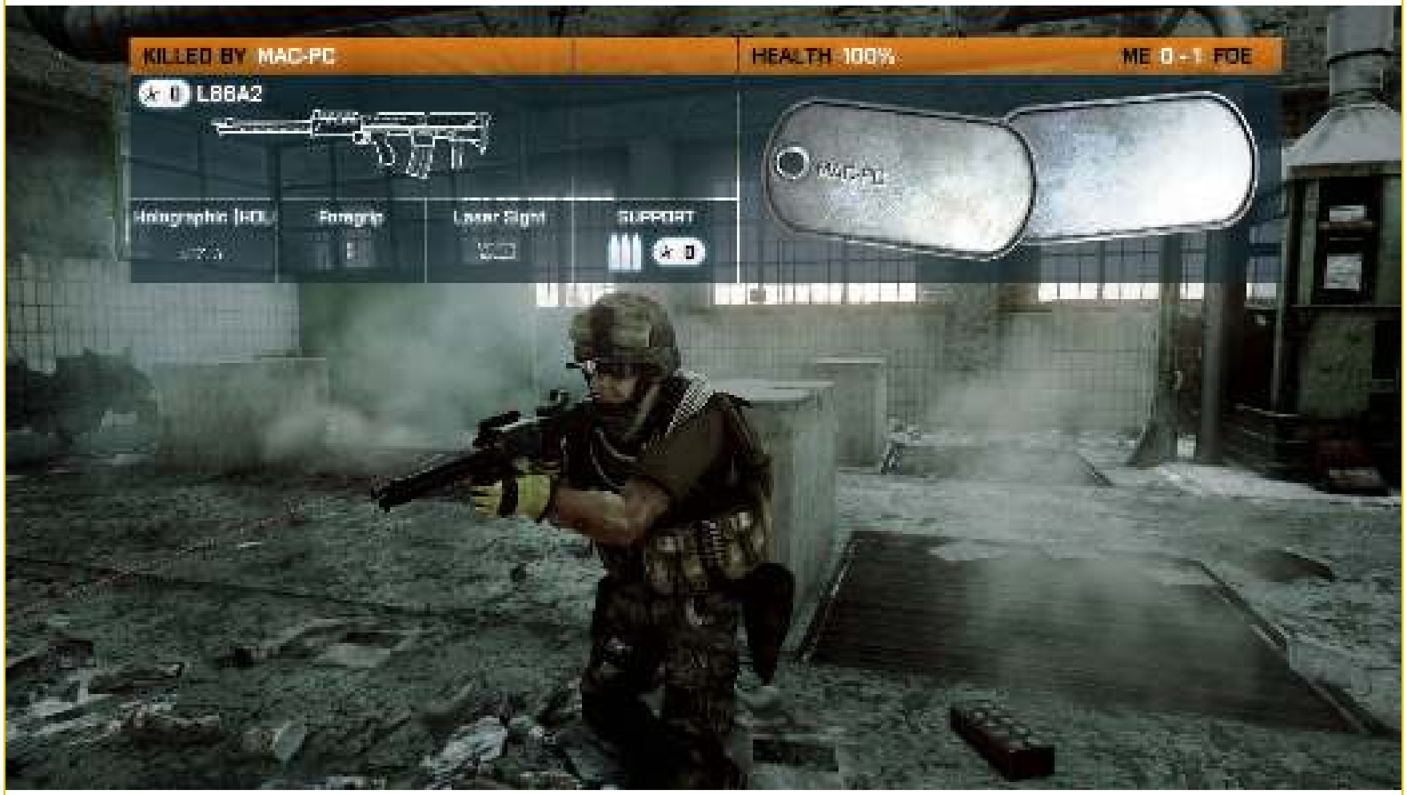
Level 17: Knife



Now comes the final challenge: hunting down armed opponents while armed with only a knife. Don't stay in one spot and wait for enemies to come to you. Instead, actively hunt down your opponents to win the match. Sprint through the map and search for prey, preferably while their back is turned to you. If possible, stalk enemies equipped with the slow-firing JNG-90 or M320 LVG. Even if they see you, they'll have a hard time engaging you at close range. And remember, it takes one knife strike to kill an opponent from behind. But it will take at least two swipes to kill an enemy from the front. So be prepared to follow up with a second strike if the second doesn't do the job. Most importantly, stay on the move and watch your back. If you get stabbed, you'll drop down a level. Or if you're stabbed by an enemy who is also at Level 17, the match will end with a loss for your team.

Close-Quarters Primer

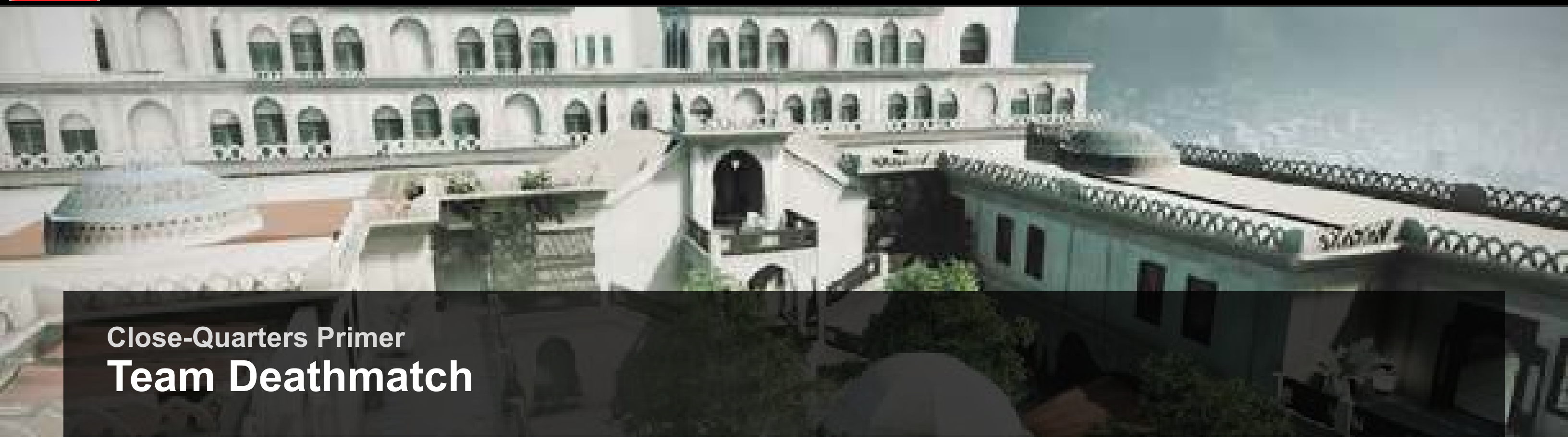
Squad Deathmatch


KILLED BY MAC-PC
L86A2
Holographic (HOLO)
Foregrip
Laser Sight
SUPPORT
HEALTH 100%
ME 0 - 1 FOE
MAC-PC

If you see this screen, it means you're dead. Prepare to spawn on one of your living squadmates. Otherwise you'll spawn at a random location, potentially placing you far from your squad.

Max Players: 16

In this mode, there are four four-player squads, each representing a different team: A, B, C, and D. The team that scores 50 kills first wins—the score is listed on the left side of the screen above the minimap. Unlike the Squad Deathmatch modes found in Battlefield 3 or Back to Karkand, there are no IFV vehicles available on these maps. But given the small layout of each map, there is never a dull moment. This is a very fast-paced game mode best played with good squadmates you can rely on to watch your back. Use squad spawning to stay together and stay alive!



Close-Quarters Primer

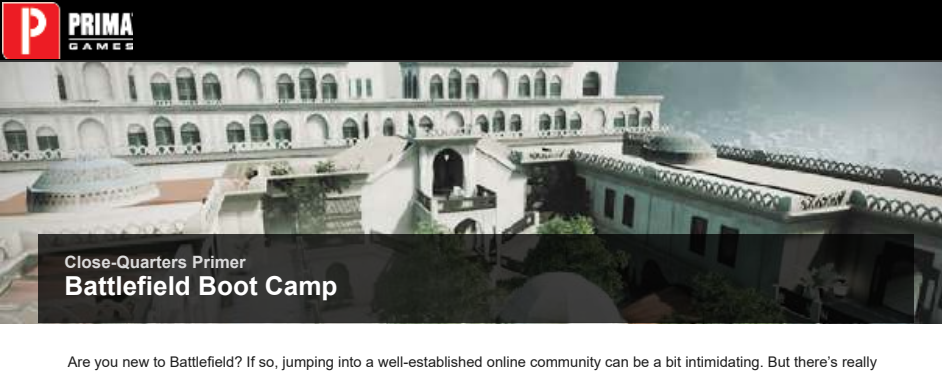
Team Deathmatch

HEADSHOT 30
ENEMY KILLED 100
GOLGOROTH-PC [AK-74M] MAC-PC
11 / 64

In Team Deathmatch, scoring a kill earns your team a point. But don't get reckless. The opposing team gains a point every time they kill you or a teammate.

Max Players: 16

Team Deathmatch is a no-holds-barred infantry-only battle in a confined area. The two teams struggle to score the most kills to win the match. Each kill is counted, so take down your enemies to increase your team's score, represented by the numbers and status bars above the minimap. It's your choice whether to stick with your team or to go on a solo hunt. But be warned, the tempo is high and enemies can pop up from behind almost any corner. Monitor the scoring status bars to see how the fight is going, and make tactical adjustments as necessary. For example, if both teams are close to scoring the points necessary for a win, play it safe to avoid giving the enemy team the kills they need.

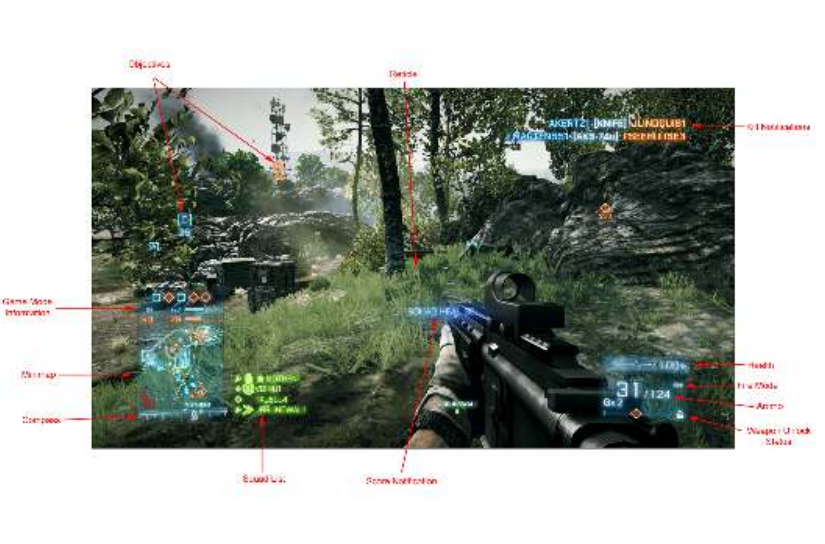


Close-Quarters Primer

Battlefield Boot Camp

Are you new to Battlefield? If so, jumping into a well-established online community can be a bit intimidating. But there's really nothing to fear. Regardless of your experience or skill level, there is a role for everyone in Battlefield. In fact, this is one of the only online shooters where you can post a big score without even firing a single bullet. In this section, we cover basic gameplay mechanics and offer some helpful tips to assist you during your online career.

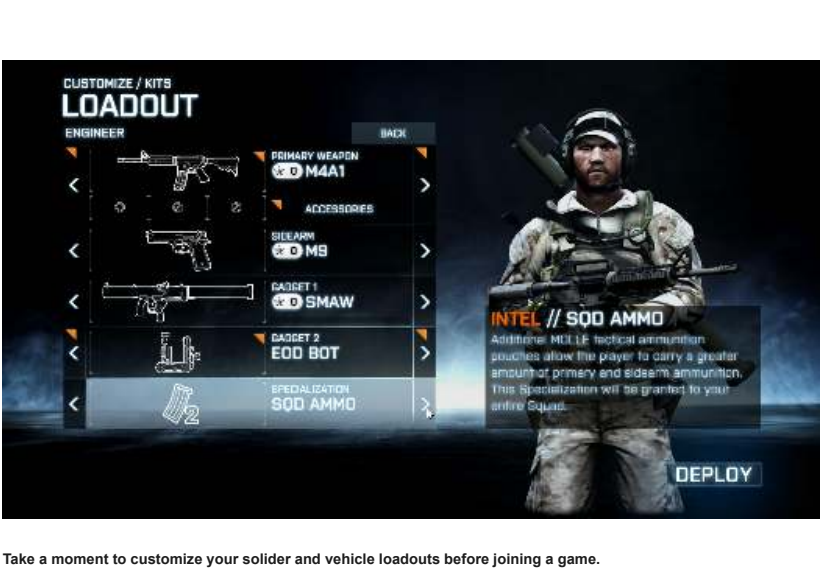
Interface



The heads-up display, or HUD, is the way that vital information is displayed on your screen. None of the items on your HUD are there for aesthetics. They are there to help you accomplish your objectives and keep you alive. Here's a brief explanation of every item on the HUD.

- **Reticle:** The reticle is the aiming point for your selected weapon and is always located in the center of the screen. To hit a target, place the reticle over it and fire. The reticle makes changes based on the weapon you're using. When firing at an enemy, watch for diagonal lines flashing around the perimeter of the reticle. This bloom animation means you are hitting the target. This is especially useful when making long-range shots.
- **Minimap:** Located in the screen's bottom left corner, the minimap provides a top-down, 360-degree view of the environment through which you are moving. The minimap rotates as you change direction so that the top of the minimap is always the direction you are currently facing. In addition to showing the terrain, the minimap also shows the location of all detected enemies as red triangles or red vehicle icons. Teammates show up as blue icons while squad members are green. Empty vehicles are represented by white icons.
- It is a good idea to constantly refer to the minimap to keep track of all detected enemies. Even if you can't see them visually, the minimap lets you know where they are located, whether behind a hill or inside a building. Finally, red and blue diamond icons show you the location of objectives—these same objective icons also appear on the HUD. The color of the ground on the minimap also has meaning. The red shaded terrain is out of bounds. If you move into this area, you have 10 seconds to get back on the map or else you will die.
- Compass: The compass is located just beneath the minimap and shows the direction you're currently facing.
- Game Mode Information: The icons and meters above the minimap relate to the current game mode. The diamond-shaped icons represent control points in Conquest mode and M-COM stations in Rush mode. The two meters below these icons track how many tickets each team has.
- Objectives: The square and diamond-shaped icons on the HUD represent objectives. Blue square icons are held by your team while red diamond icons are held by the opposing team. Beneath each of these icons is a number showing the distance to each objective in meters.
- Health: By default, your health is at 100 percent. But if you take damage, your health will drop. If it reaches 0, you die. You can slowly regenerate health by staying behind cover and avoiding injury. But the fastest way to heal is with a medic kit dropped by an assault player. Stand (or lay) close to a medic kit to rapidly restore your health.
- Ammo: The ammo count box in located in the screen's bottom right corner. Your ammo is represented by three numbers. The large number to the left indicates how many rounds you currently have loaded in the weapon's magazine. The small number to the right is the amount of ammo available in unloaded magazines. As you reload your weapon, the number on the right decreases as the number on the left increases up to the maximum amount the weapon's magazine can hold. The third number, below the ammo reserves, represents how many grenades you have.
- Fire Mode: This icon represents the selected fire mode of you weapon. Some weapons allow you to switch fire modes, choosing from single shot, automatic, and burst modes.
- Weapon Unlock Status: This status bar represents how close you are to the next unlock for the selected weapon. The more enemies you kill with a specific weapon, the more accessories you unlock.
- Kill Notifications: The text in the screen's top right corner reports recent deaths, showing who killed who and with what weapon or vehicle.
- Score Notification: Every time you earn points, text appears in the middle of the screen describing what action you're being rewarded for and how many points you gain.
- Squad List: Shown in green text on the right side of the minimap, the squad list shows every member of your squad as well as the kit and specialization they currently have equipped. The squad leader appears at the top of the list with a star icon next to their name.

Loadout Customization

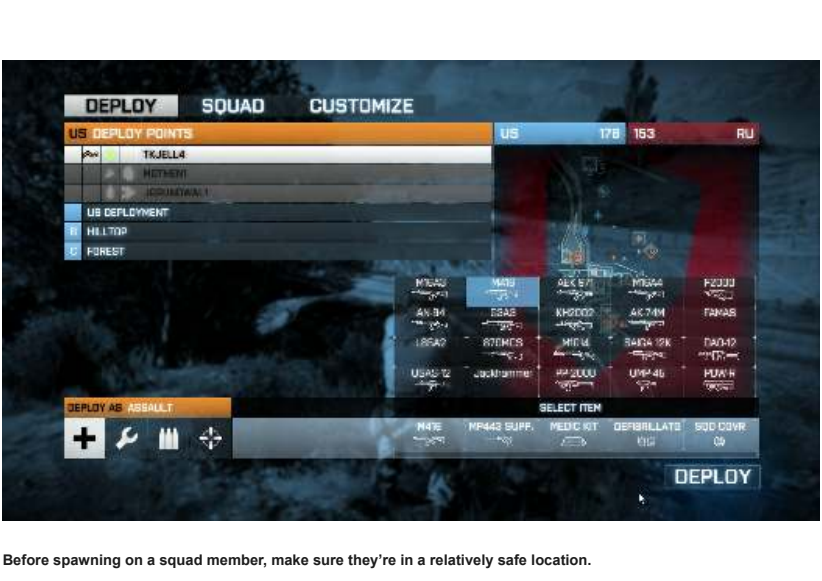


Additional MOLLE tactical ammunition pouches allow the player to carry a greater amount of primary and sidearm ammunition. This Specialization will be granted to your entire Squad.

Take a moment to customize your solider and vehicle loadouts before joining a game.

While veteran Battlefield players are accustomed to being rewarded with new weapons and gear as they progress through their multiplayer career, there has never been so many customization options available. Each class, weapon, and vehicle has its own unlock progression, allowing you to unlock a variety of upgrades, accessories, gadgets, and specializations. When choosing your soldier's loadout, you can choose a primary weapon, a sidearm, up to two gadgets, and a specialization. Taking customization deeper, each primary weapon can be outfitted with a scope and with primary and secondary attachments. You can even choose loadouts for vehicles, selecting from a mix of unlocked upgrades, gadgets, and weapons. The more you play, the more unlocks you acquire. So don't forget to visit the Loadout screen to make adjustments that best fit your play style and the current needs of your team.

Spawn Screen



Before spawning on a squad member, make sure they're in a relatively safe location.

When you first join a game, the Spawn screen is where it all begins. Before immediately jumping into the game, take a few seconds to choose your class and gear. It's possible to switch primary weapons from the Spawn screen, but if you want to make more adjustments to your kit, choose the Customize option. This opens a new screen, allowing you to select different sidearms, gadgets, and specializations. You can also customize your primary weapon with accessories you've unlocked.

Once you're finished adjusting your loadout, return to the Spawn screen and figure out where you want to join the fight. If you're in a squad, you can spawn on any living squad member. Or if a recon squad member has deployed a radio beacon, you can spawn at its location. Depending on the game mode, there are also bases, deployment areas, and control points at which you can spawn. New to Battlefield 3 are jets and helicopters. If one of these is available, you can spawn directly into the pilot's seat of these idle aircraft. U.S. troops can also spawn directly into the AAV-7A1 AMTRAC, an armored vehicle that serves as a mobile spawn point.

As you can see, the spawning options are numerous. In most instances you should spawn on or close to your squad so you can provide support. But if your squad is in a tense firefight, sometimes it's safest to spawn at a less dangerous location; otherwise you may get killed as soon as you spawn into the game.

Movement Fundamentals

Sprinting is essential at the beginning of a match as players race to capture and defend key locations.

Moving your soldier around the battlefield is simple, especially if you've played the earlier installments or other first-person shooters. When standing, your soldier jogs at a moderate pace, ideal for getting around areas where threats are minimal. While crouched, you move slower, and while prone your movement is literally reduced to a crawl. However, since you are lower, you make a smaller target for the enemy to hit, and you can more easily duck behind cover. When advancing against an enemy position, it is best to move while crouched or prone, as it is harder for the enemy to detect you. These lower stances also cause the reticle to tighten up, indicating an increase in weapon accuracy. So make a habit of dropping to a knee or down on your belly before firing a shot.

At times, it is better to move fast by sprinting. You can't use weapons or equipment while sprinting, but you are much more difficult for the enemy to hit. Sprint when you have to move from one position of cover to another in an open area. But never sprint in tight confined spaces where you're likely to face enemy troops. If you encounter an enemy at close range while sprinting, chances are you won't have time to stop and aim your weapon, giving the enemy a huge advantage.

Caution

Some maps feature deep bodies of water, allowing you to swim. Avoid swimming at all costs. While in the water, you can't access your weapons, making you a sitting duck.

Parachutes

If you bail out of a plane or helicopter, make sure you do so within the map's boundary.

Whether jumping out of a damaged aircraft of hopping off a tall building, you can avoid cratering into the ground by deploying your parachute. While in free fall, press the Jump button/key once to open your parachute. You can slightly steer the parachute with standard movement inputs. But don't expect to travel great distances in your parachute, as the descent is rapid. It's possible to fire your weapons during the descent, but your accuracy is greatly diminished. If you're descending directly over an enemy position, consider dropping grenades—just make sure they explode before you reach the ground. But the longer you're in the air, the more attention you're likely to attract. For this reason, free-fall as long as possible and open the parachute just before you reach the ground. This is a great way to sneak into enemy-held territory.

Combat

While moving about the battlefield is a major part of gameplay, the sole purpose of movement is to get into a position where you can use your weapons to engage and eliminate the enemy. You have access to different types of weapons. However, the controls for using these weapons are fairly common.

Spotting Targets

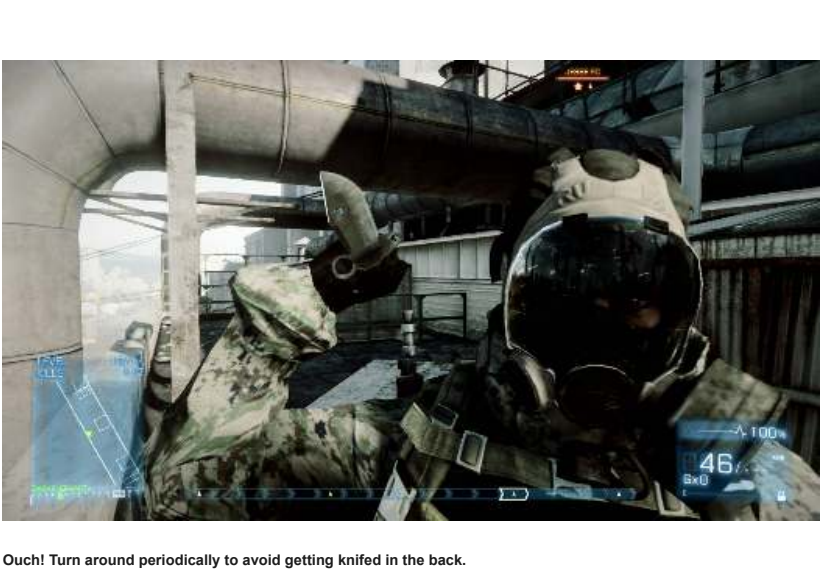
OBJECTIVE A ARMED!

Always spot a target before opening fire to alert your teammates of an enemy's presence.

Before you attack your first enemy, you must first learn how to spot them. When you have an enemy player or vehicle in your sight, press the Spot button/key to highlight it for your team. This places a red icon on the HUD and minimap, showing your entire team where the enemy unit is located. Enemy infantry show up as red triangle icons while vehicles are represented by red vehicle icons. Targets remain spotted for only about five seconds, but that's usually more than enough time for your team to notice the threat.

Also, once the icon disappears, you can spot the target again as long as you've maintained a line of sight. If a teammate kills the target you tagged, you earn a Spot Bonus worth 10 points. So consider playing as recon with a high-powered scope and simply spot enemy units for your team. Even if you don't fire a shot, you can still rack up a decent score.

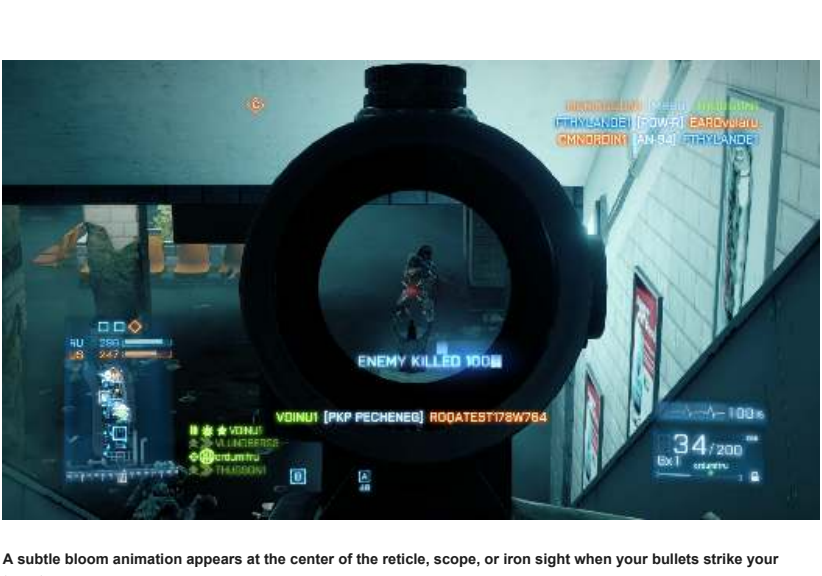
Knife



Ouch! Turn around periodically to avoid getting knifed in the back.

The knife is a standard-issue weapon available to all players, regardless of their class or rank. When approaching an enemy from behind, you can kill them instantly by attacking with the knife. But if you attack an enemy head-on, it now takes at least two swipes with the knife to score a kill from the front—a new gameplay mechanic introduced in Battlefield 3. So if an enemy is looking in your direction, think twice before attempting a knife kill. Chances are they'll shoot you in the face before you can get within striking range. Instead, always look for opportunities to flank, sneaking up behind unsuspecting opponents and knifing them from behind. As in Battlefield 2142 and every installment since, scoring knife kills earns you the victim's dog tags, providing you with a permanent trophy. In addition to scoring stealthy kills, the knife is also great for slicing through chain-link fences and other obstacles.

Firearms



A subtle bloom animation appears at the center of the reticle, scope, or iron sight when your bullets strike your target.

As mentioned earlier, the reticle in the screen's center is your aiming point for using weapons. Most of the weapons you use are direct fire, meaning that the projectile you fire travels in a basically straight line from your weapon to the target. Using these weapons is simple. Place the reticle directly over the target and then press the Fire button. For semiautomatic or single-shot weapons such as pistols, shotguns, and sniper rifles, each time you press the Fire button/key, you fire a single round. However, for automatic weapons such as submachine guns, assault rifles, and light machine guns, they will continue to shoot as you hold down the Fire button/key until they run out of ammo.

Most weapons in Battlefield 3 have selectable fire modes, allowing you to choose from single-shot, burst, and automatic modes. So experiment with each weapon's fire modes in an effort to increase accuracy and reduce recoil. When firing automatic weapons, the longer the burst, the less accurate your fire. Therefore, to maintain greater accuracy and still put a lot of lead on-target, fire in short bursts. You are more likely to kill your target, especially at medium to long range, with a few accurate rounds rather than spraying an entire magazine over a wide area. If recoil is still a problem, consider switching to burst or single-shot mode.

Iron Sights and Scopes

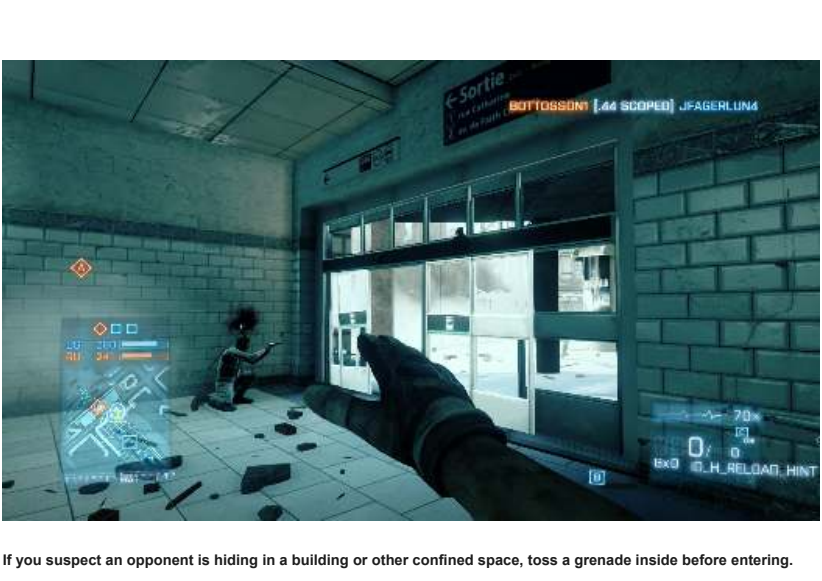
The reticle disappears when aiming through iron sights or a scope, but the bloom animation still appears when hitting a target.

When you fire a weapon using the reticle to aim, you are essentially firing from the hip, with the butt of your weapon in the crook of your arm. This is not very accurate and should only be used at close range. To increase your accuracy, press the Zoom button/key. This will bring up the iron sight view, where you are actually looking through the weapon's sight to aim. You bring the butt of the weapon up to your shoulder, giving you greater accuracy. If your weapon is equipped with a scope, the Zoom button/key will provide a view through the scope rather than the iron sight. Get in the habit of pressing the Zoom button to bring up your iron sight before firing. This is more accurate, and it provides a zoomed-in view of the target.

To further increase accuracy, crouch or drop prone and remain stationary while firing. When peering through high-powered scopes, there is noticeable sway, making it difficult to aim. You can temporarily reduce this sway by holding your breath (hold down the Sprint button/key). But this lasts for only a few seconds. You can completely eliminate scope sway by using a Bipod.

Gravity affects all firearms, causing bullets to drop over distance. When engaging targets at long range, compensate for gravity by aiming high.

Grenades



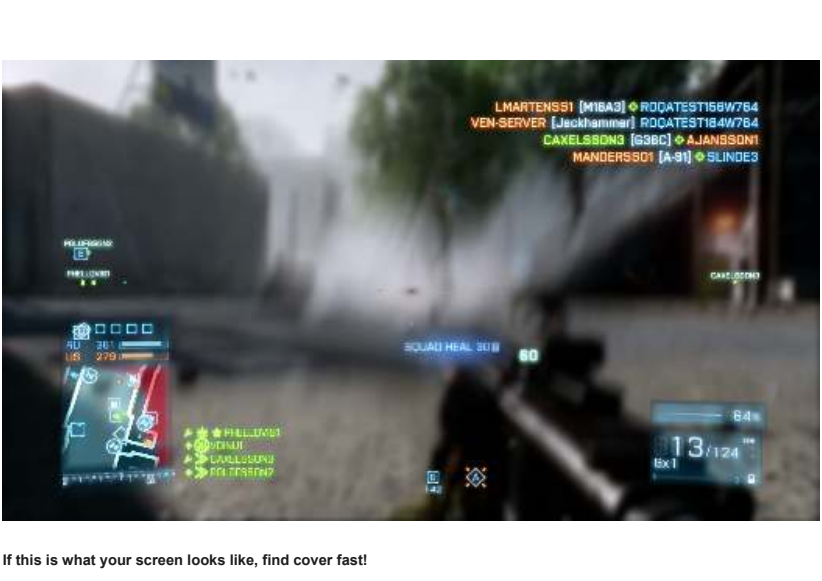
If you suspect an opponent is hiding in a building or other confined space, toss a grenade inside before entering.

Grenades require a bit more skill to use effectively since they are either thrown or launched. Unlike a bullet or rocket, which travels in a straight line, grenades travel in a parabolic arc due to their lower speed and gravity. In the case of a grenade launcher, the farther away you are from the target, the higher you need to aim. That is why the reticle for a grenade launcher has several horizontal lines for aiming points. For a short-range shot, use the top line. The farther away your target, use the lower lines. By using a lower aiming point, you are essentially aiming the weapon higher to lob the grenade toward the target.

Hand grenades work a bit differently. They are thrown rather than launched, and you don't get a separate reticle for aiming. Instead, use your weapon's reticle to best judge where you want to throw a grenade. One press of the Grenade button/key throws the grenade, shown as an orange flashing icon on the HUD. But hand grenades have limited range, so you may need to aim high to get them near your intended target—the farther your target, the higher you should aim your throw.

When using grenades, it is important to understand how they work. Rifle grenades fired from a launcher explode on impact. Hand grenades, in contrast, have a five-second fuse. As a result, you can bounce hand grenades around corners or roll them down inclines. Like your own grenades, enemy grenades show up as flashing orange icons on the HUD. So if you see one of these flashing icons nearby, sprint in the opposite direction before it explodes.

Suppression



If this is what your screen looks like, find cover fast!

The new suppression system will definitely make you think twice before exposing yourself to incoming fire. If rounds hit you or strike anywhere close by, you become suppressed. When you're suppressed, your vision is blurred and your weapon accuracy is greatly diminished. However, the effects of suppression pass quickly if you get out of the line of fire and seek cover. The new suppression mechanic can work in your favor too. Even if you don't have a clear shot at an opponent, open fire in an attempt to suppress them. Any class or weapon is capable of suppressing, but the support kit's light machine guns are most effective. These weapons' large magazine capacities allow you to lay down sustained heavy fire, ideal for keeping an opponent's head down. Each player has an invisible suppression radius around them. Simply landing rounds within this small radius suppresses the target. The new Suppression Assist score (50 points) is awarded if a teammate kills an opponent you've suppressed.

Vehicles

When driving a vehicle, consider slowing or stopping while your passengers are targeting enemies—you get points if they score a kill.

The maps in Battlefield 3 are massive. It can take a while to walk them on foot. Therefore, use vehicles to get around. There are several types of vehicles in the game, but they all are driven with similar controls. All vehicles have more than one seat. When you get into an empty vehicle, you are placed in the driver's seat by default. However, you can move to another position inside the vehicle with the press of a button/key, cycling through all seats. The driver has control of a vehicle's movement and, in the tanks and IFVs, the vehicle's turret-mounted main weapon. Most vehicles even have gunner and passenger positions, allowing teammates to man other vehicle-mounted weapons. So make sure all crew positions are filled before leaving a base or deployment area.

Jets

Feel the need for speed? Spawn directly into the pilot's seat of a waiting jet.

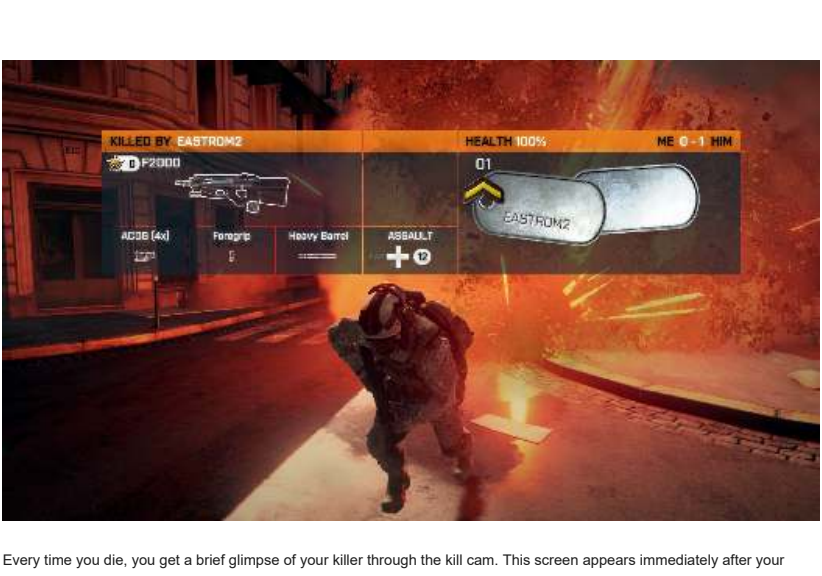
Jets aren't new to the Battlefield series. But they're back, adding a new layer of intensity to the conflict. Initially jets are equipped with only a cannon, useful for performing strafing runs and shooting down enemy aircraft. Like all the vehicles, jets have their own reward progression, allowing you to unlock more powerful air-to-air and air-to-ground weapons, including heat seekers, rocket pods, and guided missiles. So choose your weapons carefully based on the needs of your team. If they need help knocking out tanks, choose rocket pods or guided missiles. Or if your team is constantly harassed by enemy helicopters or jets, choose heat seekers to shoot down these threats. And veterans will be happy to know that all aircraft (jets and helicopters) have their own spawn points. So instead of lingering on a runway waiting for a jet to spawn, simply hold in the Spawn screen and spawn directly into the pilot's seat when a jet or helicopter is available.

Vehicle Damage

A single rocket hit will no longer destroy light vehicles like this Vodnik, but it may kill some of the occupants.

In Battlefield 3, vehicle damage has been completely overhauled. Now if vehicles take light damage, they slowly regenerate health on their own, assuming the vehicle stays out of danger and avoids taking damage for several seconds. However, if a vehicle takes heavy damage, it catches fire and becomes disabled. At this point, vehicle speed and mobility are greatly reduced, but the weapons still function—and the loss of speed and control is extremely dangerous when piloting a jet or chopper. While a vehicle is disabled, its health slowly declines until eventually it explodes. Only engineers can repair a disabled ground vehicle. Jets and helicopters in flight have the benefit of deploying the fire extinguisher upgrade to put out the flames and restore control. As a result of these changes, destroying vehicles outright is much more difficult, requiring you to disable a vehicle before it can be destroyed. Meanwhile, the crew of a disabled vehicle has a critical choice to make: Do they stay with the burning vehicle and try to score more kills, or do they bail out and attempt to find cover before their ride explodes?

Kill Cam

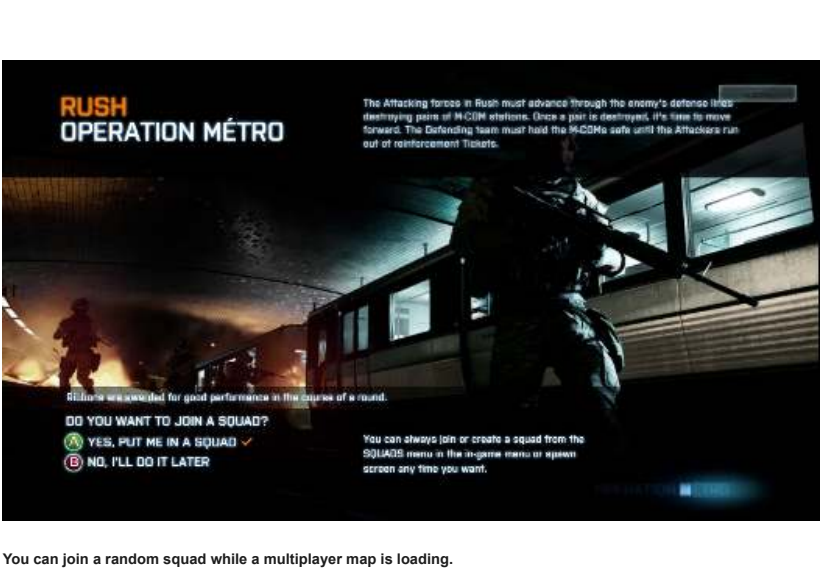


Every time you die, you get a brief glimpse of your killer through the kill cam. This screen appears immediately after your death, providing a brief shot of the player who killed you as well as their name, rank, health, kit, weapon, and specializations. It may seem like a frivolous feature, but the kill cam has larger implications for how the game is played. Snipers can no longer camp one spot and kill from an undisclosed location throughout the entire match. Through the kill cam, victims can see approximately where an enemy player is camping and enact revenge once they respawn. So make a habit of moving frequently, or else you're likely to face one of your angry victims sneaking up behind you with a knife.

Squad Play

If you've played past installments of Battlefield, you know the benefits of joining a squad. A squad is a four-player unit that can communicate with each other over headsets. Being able to talk to the other players in your squad allows you to discuss each situation and respond as a single unified fighting force. Beyond the obvious tactical advantages, being in a squad allows you to earn the squad bonus points, boosting your score and fast-tracking promotions. But if you're new to Battlefield and the squad system, let's take a look at how they work.

Joining a Squad



The Attacking forces in Rush must advance through the enemy's defense lines destroying pairs of M-COM stations. Once a pair is destroyed, it's time to move forward. The Defending team must hold the M-COMs safe until the Attackers run out of reinforcement Tickets.

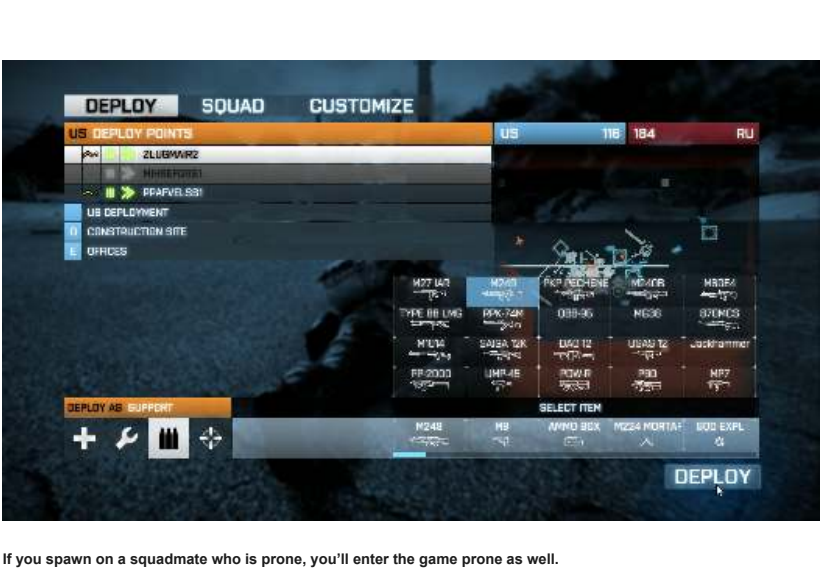
You can always join or create a squad from the SQUADS menu in the in-game menu or spawn screen any time you want.

You can join a random squad while a multiplayer map is loading.

At the start of any match, while the map is loading, you're asked if you want to join a squad. Always choose yes. In this instance, you'll be automatically assigned a squad randomly. Chances are your new squadmates are complete strangers, so say hi and ask what kit they could use before spawning into the game.

If you prefer playing with friends, you can create a squad from your friend's list before even joining a game. Choose the Invite a Friend option from the multiplayer's Quickmatch menu and send invites to anyone on your friend's list who is online. You don't need four players to form a squad, so feel free to join a game once you have at least one friend on your side. However, if you have less than four players in your squad, the extra slots could be filled by strangers. When your squad is formed and ready for action, choose the Find a Game option to begin a match.Squads can also be formed once in a game, allowing you to team-up with friends during the middle of a match.

Squad Spawn



If you spawn on a squadmate who is prone, you'll enter the game prone as well.

One of the huge benefits of playing in a squad is the ability to spawn on any squadmate. The Spawn screen shows many spawning options, including your team's base and control points. If you don't want to spawn at one of those static locations, select the name of one of your squad members. As you select their name, a blue circle icon appears on the map and the camera view switches, showing exactly where they are. Before spawning on a squad member, make sure they're in a safe location. The last thing you want to do is spawn in the middle of an enemy kill zone.

You can also spawn on any squad member who is in a vehicle with unoccupied seats. New to Battlefield 3 are radio beacons, deployed by recon troops. You can place these almost anywhere on the map, where they serve as forward spawn points for your squad. This is a great way for attackers to maintain a presence close to an objective, especially in Rush matches. But don't let enemies see where your radio beacon is placed; otherwise they may camp nearby and pick off your squadmates as they enter the game. When possible, place Spawn Beacons inside buildings to give squad members a safe and instant entry into the match. If Spawn Beacons are placed outdoors, squad members will spawn in parachutes above the battlefield, making them vulnerable to incoming fire as they drift toward the ground.

Teamwork

Issuing and following squad orders is a simple way to boost your score.

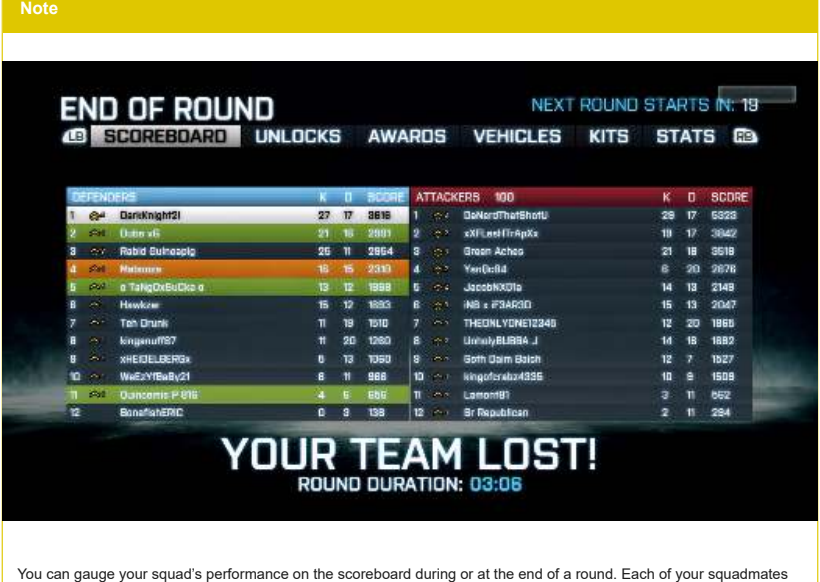
Once in the game, you can identify your squadmates by the green name tags above their heads accompanied by their kit icon. They also show up as green triangles on the minimap. Other teammates have blue name tags above their heads while enemies appear as red. Stay close to your squad so you can support one another. But don't cluster around each other too tightly or else all four of you can be eliminated by an explosive attack. Instead, try to stay within each others' line of sight. By simply communicating and working together, you can gain a huge advantage over your opponents, especially those who wander off by themselves.

In addition to talking to each other over your headsets, use the target-spotting system to tag enemies and issue attack/defend orders. Only the squad leader can issue orders, so watch for blinking boxes around objectives, such as M-COM stations and control points. If no order has been issued, ask your squad leader to place an order on an objective. Kills performed within close proximity of an objective marked with an attack/defend order results in Squad Attack Order (20 points) or Squad Defend Order (20 points) bonuses. So if you're the squad leader, don't forget to issue orders to help your squad's scores.

Tip

Squad member icons are always visible on the HUD, regardless of their location. If a squad member is behind you, their name/icon appears at the bottom of the HUD. Teammate names/icons are only visible when they're within your line of sight.

Note



You can gauge your squad's performance on the scoreboard during or at the end of a round. Each of your squadmates is highlighted by a green bar—your name is highlighted with an orange bar.

Multiplayer Tactics

Tactics is the combining of maneuvers and firepower to achieve an objective. We've already covered movement and weapons, so this section focuses on using the two together.

Plan Ahead

Before a round begins, take a few seconds to discuss tactics with your teammates. Any game plan is better than none.

There is an old saying that those who fail to plan, plan to fail. You need to come up with a plan before the bullets start flying. The best place to start is to look at your game mode's objectives, since those determine victory or defeat. While killing the enemy is always a goal, it is often a means to an end. Instead, focus on the objectives. Do you have to destroy a target, defend a position, or just get to a certain point on the map?

Once you know what you must do, look at the map and examine the terrain. Where are you located? Where is the objective? How will you get there? Are there any vehicles you can use? These are all questions you need to ask yourself. Once you have determined how to reach the target, you must then consider how to accomplish your orders. Will you need to get in close to plant an explosive charge on the target? If so, how will you secure the perimeter? Finally, you need to take into account your opposition. What does the enemy have, and where are they located? Usually you will not know that type of information until you get in close to the target and can see the enemy with your own eyes. Therefore, planning continues on the fly as you learn new information about enemy positions and actions.

Cover

If you can't find suitable cover nearby, drop prone in an attempt to avoid detection, and crawl to a piece of cover.

Combat is very dangerous. Bullets and other deadly projectiles fly through the air and can kill you outright if they make contact. The concept of cover is to place something solid between you and the enemy that will stop those projectiles and keep you safe. The multiplayer maps are filled with objects that you can use as cover—buildings, walls, trees, rocks, earthen mounds, and so on. Some types of cover will stop small-arms fire such as rifle bullets but not stop the heavier machine-gun fire. Walls of buildings will stop machine-gun fire but not rockets or tank rounds. Therefore, pick cover that will protect you from the current threat—objects constructed from wood or flimsy sheet metal won't stop a bullet.

Cover should become ingrained in your combat thinking. In addition to looking for enemies, you also need to be looking for cover. During a firefight, always stay behind cover. Leave cover only to move to another position with cover. If the cover is low, you may need to crouch down or drop prone to get behind it, standing only to fire over it. When moving from cover to cover, sprint to get there quicker.

While you want to stay behind cover, you also want to try to deny the benefit of cover to your enemies. Destroying their cover is a way to do that. Another way is to reduce the effect of their cover by moving to hit them from a direction for which they have no cover. This is called flanking. For example, if an enemy is taking cover behind a wall, move around to the side of the wall so that the wall is no longer between you and your target. Or, if you have an explosive weapon, you can simply blow a hole in the wall, taking your target out in the process.

Destructible Environments

WARN
KILL ASSIST

Tanks are great for dishing out destruction. Use their cannons to blow holes in walls and other pieces of cover.

One of the awesome features in Battlefield 3 is that many of the structures and objects can be damaged or outright destroyed. This presents a large range of possibilities and opportunities that will affect the tactics you use. For example, if the enemy is holed up in a house and taking shots at you from the windows, you could try to throw a grenade through the window or rush into the house via the doorway and clear the threat out with close-range combat. However, with destruction as an option, you can launch a rocket at a wall of the structure and blow a hole in it; you just might kill an enemy who was on the other side. If the enemy survived, you can then use direct fire to kill him, since you destroyed the wall providing cover.

Often structures can funnel you into a kill zone the enemy has set up. But you can blast your way through walls or other objects and come at the enemies from different directions they might not expect. While this may seem to favor the attacker, the defender can also use this as an advantage. Destroy potential cover the attacker may use to approach your position. Call in mortar strikes on groves of trees or shoot out wooden fences to deny the enemy a place to hide. As a result, you can create your own kill zones of open land that the enemy must traverse—all the while under the fire of your weapons.

Some structures that take heavy damage can completely collapse, killing everyone inside. Target a building's exterior walls until you hear a series of creaking and moaning sounds, indicating an imminent collapse. This can be a fun (yet inefficient) way to take out a pesky sniper hiding in an attic or upper floor. Obviously, if you find yourself in a creaking and moaning building, get out fast!

Long-Range Combat

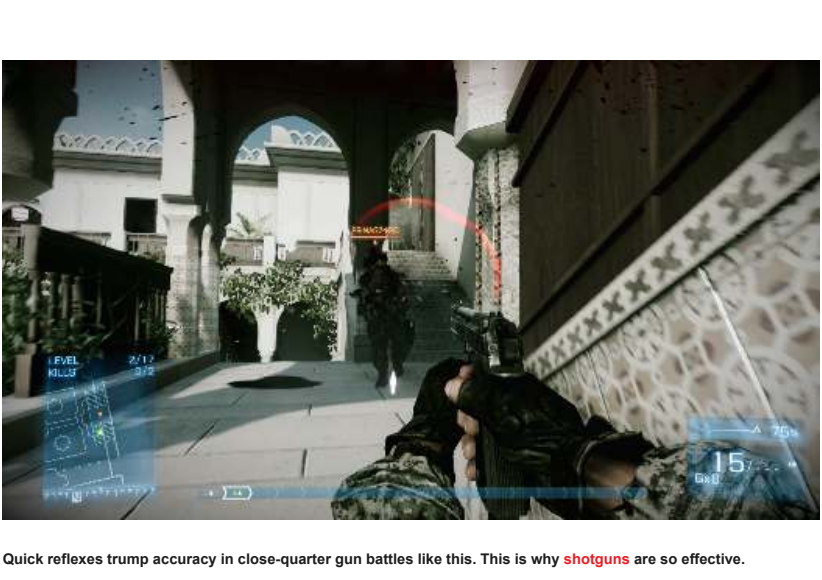
When sniping, try to focus your fire down narrow choke points like streets, alleys, and bridges.

If possible, it is best to try to attack the enemy at long range before they're even aware of your presence. While sniper rifles work great for this type of combat, you can even use assault rifles, light machine guns, or rocket launchers to hit targets at long range. The key to winning at long range is to take your time. Drop prone, stay still, and use iron sights or scopes to increase your magnification and accuracy. As always, make sure you have some good cover in case the enemy decides to shoot back—if you can see them, they can see you. Also remember to fire in short bursts to ensure that more of your bullets hit the target.

Caution

Whenever aiming through a high-magnification scope, a distinct glint is produced by the scope's lens, potentially giving away your position. Avoid scanning the battlefield through your scope to maintain concealment.

Close-Quarter Combat



Quick reflexes trump accuracy in close-quarter gun battles like this. This is why shotguns are so effective.

This type of combat is the exact opposite of long-range combat. In close quarters, such as in a town or even within a building, you don't have a lot of time to aim before shooting. However, at such short ranges, accuracy is not really a factor. Instead, you need a weapon that puts out a lot of firepower with some spread so you are more likely to get a hit while moving. Shotguns and submachine guns are great for close-quarter combat.

Your minimap is also an important tool, especially if teammates have spotted targets. Since you can see where enemies are located, use this info to set up shots while strafing around corners. Your weapon will already be aimed at the target as it appears on the minimap, which saves you just enough time to have the advantage and make the kill rather than be killed. Don't forget to use grenades, which can be thrown around corners or over walls to hit enemies who think they are safe behind cover.

Have you just run out of ammo in the middle of a close-quarter duel? It's much faster to draw your pistol than to reload your main weapon. Or if your opponent is reloading, too, rush in for a melee kill.

Engaging Vehicles

If you don't have the firepower to kill a tank, don't draw its attention. Instead, seek cover and spot the tank for teammates capable of taking it out.

Attacking vehicles is dangerous—especially when you are an infantryman. However, modern soldiers have a lot of firepower they can use to disable and destroy vehicles. This role usually falls to the engineer, who carries antitank rocket launchers and mines. It takes only a single rocket to disable most light vehicles. However, tanks and IFVs require at least two rocket hits to disable, and even more to destroy. Always try to attack tanks from the rear, where their armor is the weakest. Rocket launchers are most effective, but grenade launchers can work in a pinch, too, assuming the vehicle is already heavily damaged. Of course, the best way to kill a tank is with another tank.

Even if you don't have those powerful weapons or gadgets, you can still damage light vehicles with small-arms fire. The gunners on the Growler ITV and VDV Buggy are completely exposed—shoot them and the vehicles lose their firepower. For those who are really daring, engineers can place mines in the path of moving vehicles. C4 (now carried by the support kit) is also very effective against vehicles, but you have to get very close to slap on a charge.

Tip

In addition to having weak side and rear armor, the top armor of tanks are also weak. When possible, try to target a tank's top armor to maximize damage. Javelins are ideal for scoring top-hits on tanks.

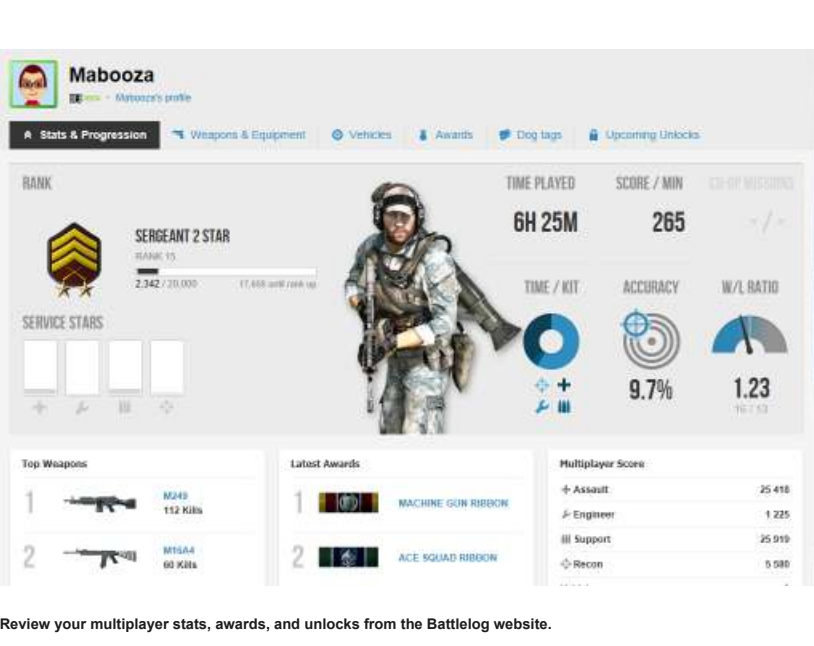
Persistence System

01
PRIVATE FIRST CLASS
ENEMY KILLED 100

A message appears at the screen's top each time you earn a new promotion.

Almost every action performed in a multiplayer match can earn you points. Points not only determine which players are listed at the top of the scoreboard after a round, but they also help you unlock new weapons, gadgets, and specializations and even help you achieve new ranks. So at the end of a round, check out your overall performance in the End of Round screens. These screens show your current rank and your progress toward achieving the next rank. It also has statistical breakdowns of your score, showing how many points were earned with each kit, your vehicles, and your awards. Speaking of awards, any dog tags, medals, or ribbons earned during the round are shown in the "Unlocks" and "Awards" sections. The Kits screen shows how much progress you've made toward unlocking new equipment for each kit. For complete information on the game's scoring system, reference the Battlefield Compendium. There you'll find scoring details for each possible action. Knowing exactly which actions earn you points may change the way you approach each battle.

Battlelog



Review your multiplayer stats, awards, and unlocks from the Battlelog website.

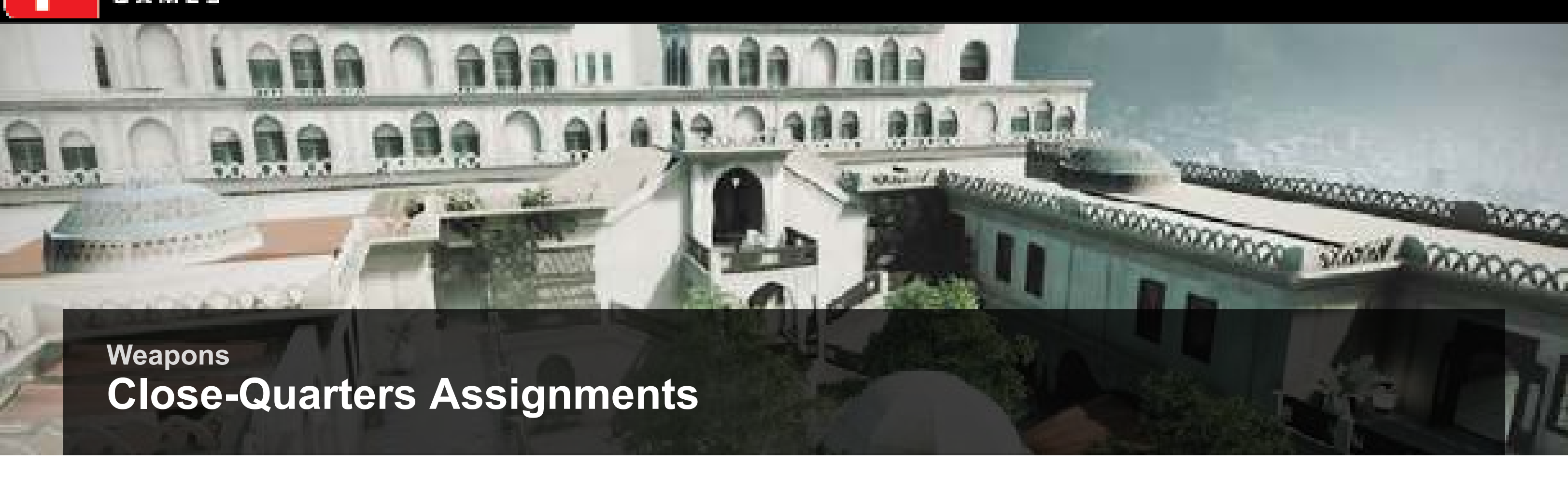
URL: battlelog.battlefield.com

The new Battlelog website allows you to keep tabs on everything happening in Battlefield 3, even when you're away from the game. Log in to the Battlelog using the e-mail address and password associated with your EA.com or Origin.com account. The Battlelog keeps track of every stat imaginable and offers social networking features, allowing you to see what your friends have been up to. By creating or joining a platoon, you can guarantee you always have a reliable group of friends to play with. PC players can even access a server browser and join games directly from the Battlelog.

Weapons

Introduction

Like the Back to Karkand expansion pack, Close Quarters adds ten new weapons. But these weapons aren’t available immediately. To unlock each new weapon, you must complete an assignment that requires you to fulfill a set of specific tasks. Upon the completion of an assignment, a new weapon is unlocked along with its associated dog tag. Like the weapons included with Battlefield 3, every primary weapon has its own unlock progression, allowing you to equip new accessories such as scopes and rail attachments. No two weapons are exactly the same, so get to know them and select ones that best reflect your style of play.



Weapons

Close-Quarters Assignments

There are ten new assignments in all, corresponding with the ten new weapons. The assignments are broken up into two tiers. Before you can access a lower-tier assignment, you must first complete the assignment directly above it. Here's a quick rundown of the assignments, including the unlocks and criteria for each.

Shepherd

Unlocks

- AUG A3 assault rifle
- Set Us Up the Bomb assignment

Criteria

- 10 squad revives
- 30 assault rifle kills

Set Us Up the Bomb

Unlocks

- SCAR-L assault rifle

Criteria

- Complete Shepherd assignment
- 20 kills with underslung grenade launcher
- 15 kills with hand grenades

No Shortage

Unlocks

- L86A2 light machine gun
- Point-Blank assignment

Criteria

- 20 squad resupplies
- 20 kills with light machine guns

Point Blank

Unlocks

- LSAT light machine gun

Criteria

- Complete No Shortage assignment
- 10 kills with C4
- 10 knife takedowns

Done Fixing

Unlocks

- ACW-R carbine
- My Own Terminator assignment

Criteria

- 20 AT rocket kills
- 30 kills with carbines

My Own Terminator

Unlocks

- MTAR-21 carbine

Criteria

- Complete Done Fixing assignment
- Get a kill with EOD Bot
- 100 kills with carbines

Team Player

Unlocks

- M417 sniper rifle
- Bullet Point assignment

Criteria

- Get 10 T-UGS assists
- Capture 20 flags

Bullet Point

Unlocks

- JNG-90 sniper rifle

Criteria

- Complete Team Player assignment
- 50 kills with sniper rifles
- Win 3 Rounds of Conquest Domination

These Hurt Too

Unlocks

- SPAS-12 shotgun
- Hold the Trigger assignment

Criteria

- 20 kills with pistols
- 20 kills with shotguns

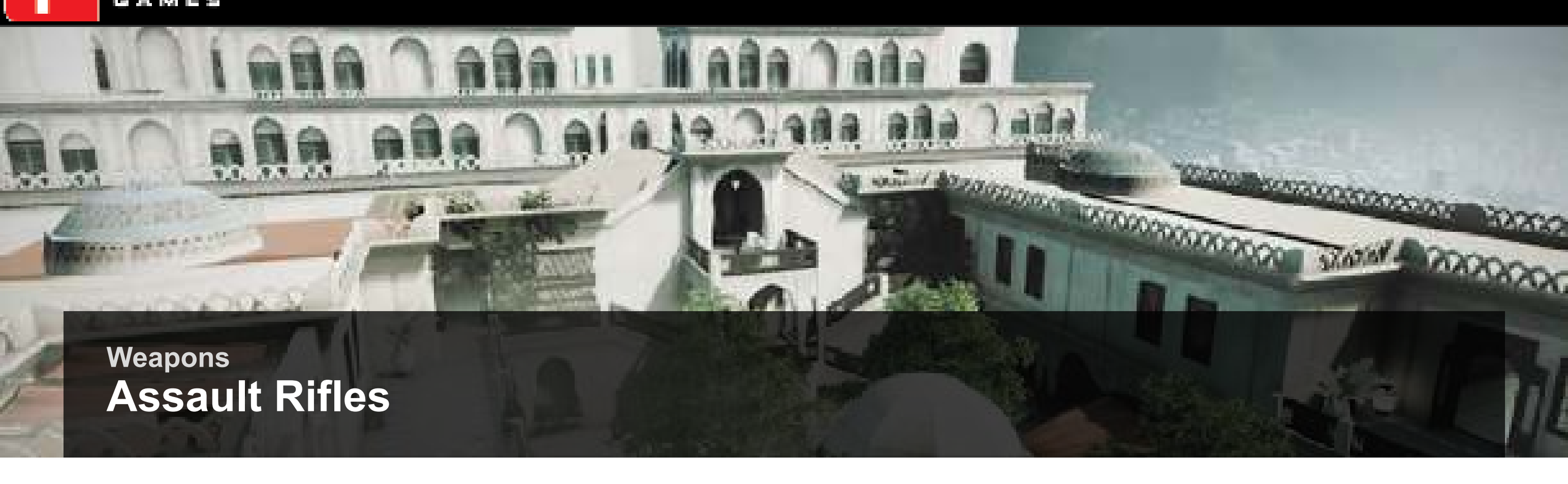
Hold the Trigger

Unlocks

- M5K PDW

Criteria

- Complete These Hurt Too assignment
- Finish Top 5 Gun Master
- 100 kills with PDWs


Weapons

Assault Rifles

Assault rifles are the most versatile primary weapons available, useful in a variety of situations. All assault rifles can be equipped with a grenade launcher, offering even more firepower capable of knocking down walls and damaging light-skinned vehicles. An underslung shotgun attachment is also available. These rifles can only be accessed by the assault kit.

AUG A3

Ammo: 5.56 x 45 mm NATO

Rate of Fire: 700 rpm

Magazine Capacity: 30

Range: Long

Fire Modes:

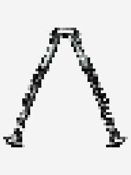
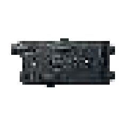
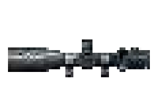
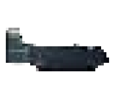
- Single-shot
- Automatic

Unlock: Shepherd assignment

- 10 Squad Revives
- 30 Assault Rifle Kills

This 5.56 bullpup design was developed in the 1970s and features high modularity while being fully ambidextrous. Since its adoption as the standard rifle of the Austrian Army in 1977, it has seen great success as an export, with a high number of global users praising its ruggedness and excellent handling.

Unlock Progression

Image	Accessory	Slot	Kills
	ACOG (4x)	Optics	10
	Heavy Barrel	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Reflex (RDS)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	Holographic (HOLO)	Optics	80
	Laser Sight	Secondary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	PSO-1 (4x)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-S (HOLO)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

SCAR-L

Ammo: 5.56 x 45 mm NATO

Rate of Fire: 620 rpm

Magazine Capacity: 30

Range: Long

Fire Modes:

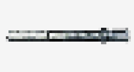
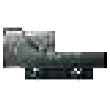
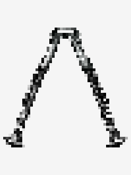
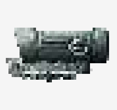
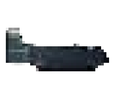
- Single-shot
- Automatic

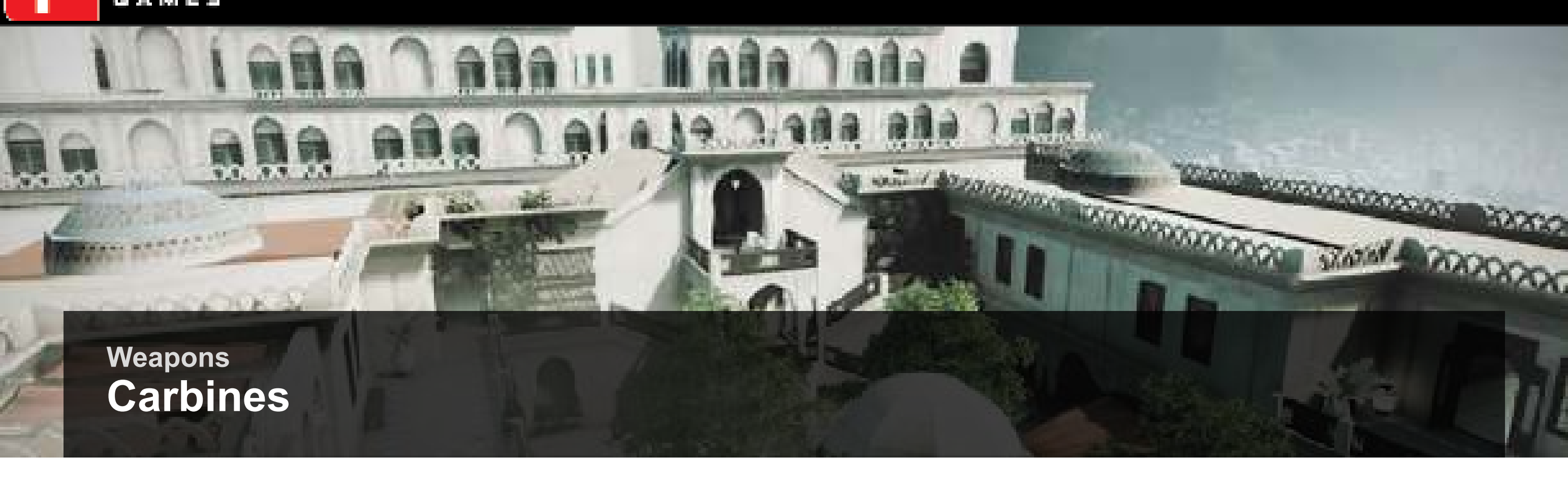
Unlock: Set Us Up the Bomb assignment

- Complete Shepherd assignment
- 20 Kills with underslung grenade launcher
- 15 kills with hand grenades

The SCAR rifle system's modularity allows for many different configurations. The Mk. 16 "SCAR-L" features a 14-inch barrel and a full 30-round magazine. Compared to its 20-round carbine counterpart, the heavier Mk. 17, the SCAR-L provides greater target acquisition at longer ranges due to the extended barrel length and more controlled fire due to manageable recoil.

Unlock Progression

Image	Accessory	Slot	Kills
	ACOG (4x)	Optics	10
	Heavy Barrel	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Reflex (RDS)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	Holographic (HOLO)	Optics	80
	Laser Sight	Secondary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	PSO-1 (4x)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-S (HOLO)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350



Weapons

Carbines

Carbines bridge the gap between assault rifles and submachine guns, ideal for a variety of combat situations. Their compact design makes them easy to maneuver in tight quarters. The shorter barrel length means less muzzle velocity, accuracy, and range than their assault rifle counterparts, but they still have the stopping power to take down opponents quickly. The carbines are only available to the engineer class.

ACW-R

Ammo: 5.56 x 45 mm NATO

Rate of Fire: 850 rpm

Magazine Capacity: 30

Range: Long

Fire Modes:

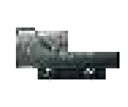
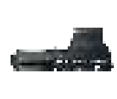
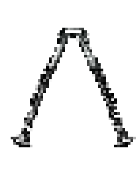
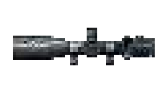
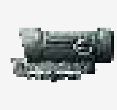
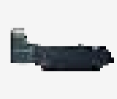
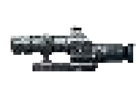
- Single-shot
- Automatic

Unlock: Done Fixing assignment

- 20 AT rocket kills
- 30 kills with carbines

This adaptive combat rifle features several recent rifle designs and acts as a lightweight, feature-heavy rifle platform. Using the modern, recoil-reducing “Grendel” round, as well as being built to endure rough weather conditions and capable of utilizing standard STANAG magazines, this rifle is equipped to fill many of the roles required by both military and law enforcement.

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Primary	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Suppressor	Secondary	60
	ACOG (4x)	Optics	70
	Heavy Barrel	Secondary	80
	Bipod	Primary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	KOBRA (RDS)	Optics	200
	PKA-S (HOLO)	Optics	235
	PSO-1 (4x)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

MTAR-21

Ammo: 5.56 x 45 mm NATO

Rate of Fire: 900 rpm

Magazine Capacity: 30

Range: Long

Fire Modes:

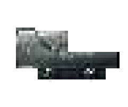
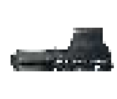
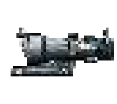
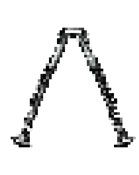
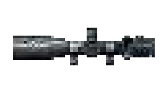
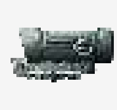
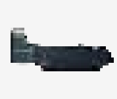
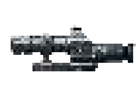
- Single-shot
- Automatic

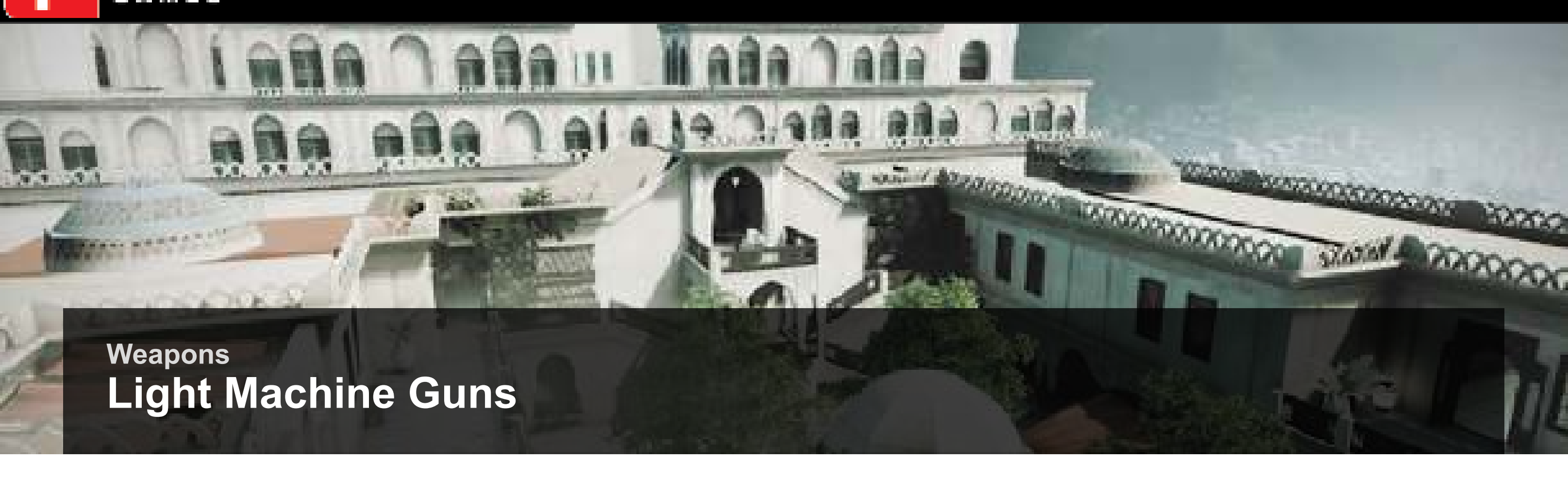
Unlock: My Own Terminator assignment

- Complete Done Fixing assignment
- Get a kill with EOD Bot
- 100 kills with carbines

This bullpup carbine is the ultracompact version of the Israeli army standard TAR-21 rifle. It features supreme ergonomics and handling due to its 590 mm (23.2 in) length and is intended for use in tighter environments where standard length rifles become cumbersome. As of 2009, it is destined to become the standard rifle of the IDF and is seeing success internationally as part of security and police forces.

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Primary	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Suppressor	Secondary	60
	ACOG (4x)	Optics	70
	Heavy Barrel	Secondary	80
	Bipod	Primary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	KOBRA (RDS)	Optics	200
	PKA-S (HOLO)	Optics	235
	PSO-1 (4x)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350



Weapons

Light Machine Guns

When it comes to laying down high volumes of fire, few weapons are as effective as the light machine guns. Thanks to their large magazine capacities and high rates of fire, these hulking weapons can fire long bursts of automatic fire, sending your opponents diving for cover. This is the support kit’s primary weapon, ideal for suppressing opponents. All light machine guns come equipped with a Bipod for greater stability while firing automatic bursts.

MTAR-21

Ammo: 5.56 x 45 mm NATO

Rate of Fire: 750 rpm

Magazine Capacity: 45

Range: Medium

Fire Modes:

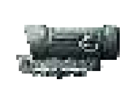
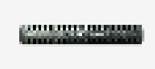
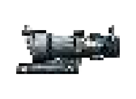
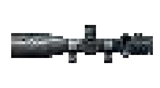
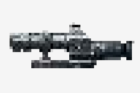
- Automatic

Unlock: No Shortage assignment

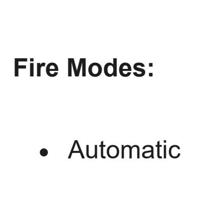
- 20 squad resupplies
- 20 kills with light machine guns

Designed to provide fire support to smaller groups of infantry, this British SA80 family rifle comes equipped with an extended barrel giving great effective range. While originally intended to act as a light machine gun, it has seen a shift toward marksman duties due to its great performance at longer distances. While it has limited sustained fire capabilities due to not being belt fed, the reliable accuracy makes it a great force multiplier for any squad.

Unlock Progression

Image	Accessory	Slot	Kills
	Holographic (HOLO)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Primary	30
	Tactical Light	Secondary	40
	M145 (3.4x)	Optics	50
	Flash Suppressor	Secondary	60
	Reflex (RDS)	Optics	70
	Suppressor	Secondary	80
	ACOG (4x)	Optics	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	PKA-S (HOLO)	Optics	150
	PKA-A (3.4x)	Optics	175
	KOBRA (RDS)	Optics	200
	PSO-1 (4x)	Optics	235
	PKS-07 (7x)	Optics	270

LSAT



Ammo: 5.56 x 45 mm NATO

Rate of Fire: 650 rpm

Magazine Capacity: 100

Range: Medium

Fire Modes:

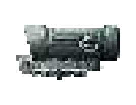
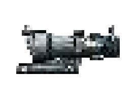
- Automatic

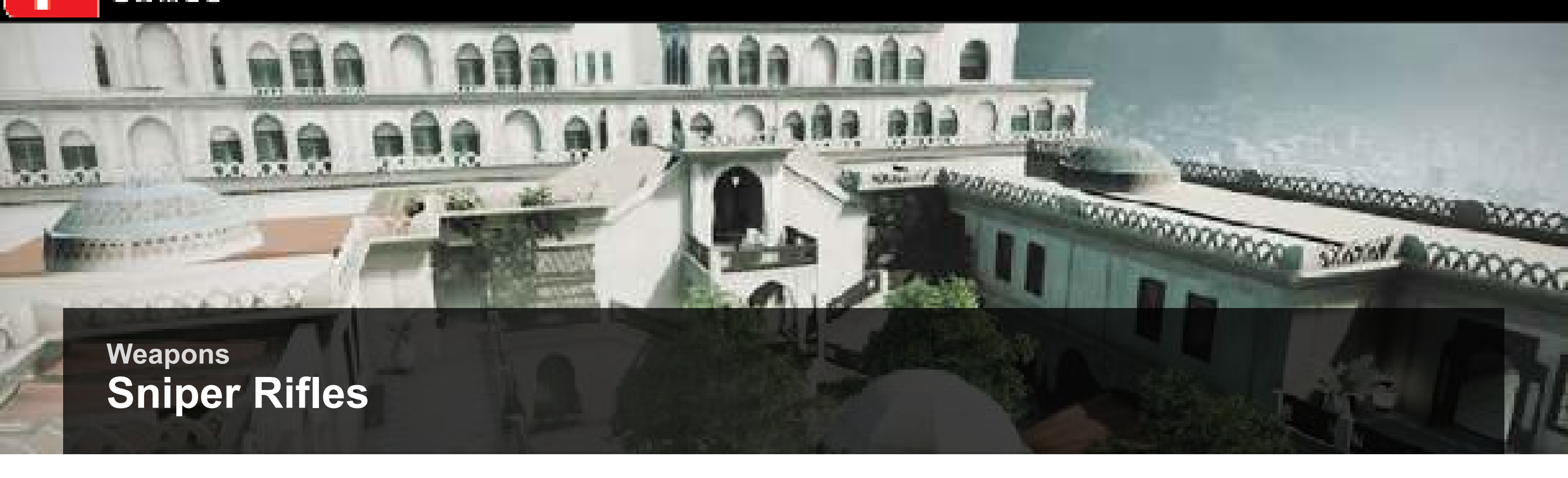
Unlock: Point Blank assignment

- Complete No Shortage assignment
- 10 kills with C4
- 10 knife takedowns

This U.S. JSSAP prototype is intended to significantly reduce the weight associated with small arms and their ammunition. Using a high-ignition temperature propellant, this prototype light machine gun features belt-fed caseless ammunition. Should the program be successful, this weapon system could become a great improvement over the heavier and more cumbersome squad automatic weapons currently in use.

Unlock Progression

Image	Accessory	Slot	Kills
	M145 (3.4x)	Optics	10
	Flash Suppressor	Secondary	20
	Extended Mag	Primary	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Foregrip	Primary	60
	Laser Sight	Secondary	70
	Reflex (RDS)	Optics	80
	Suppressor	Secondary	90
	IRNV (IR 1x)	Optics	100
	ACOG (4x)	Optics	125
	PKA-A (3.4x)	Optics	150
	PKA-S (HOLO)	Optics	175
	KOBRA (RDS)	Optics	200
	PSO-1 (4x)	Optics	235



Weapons

Sniper Rifles

If you prefer engaging enemies at extreme distances, the sniper rifles are the choice for you. These are the most powerful and accurate weapons available, but they also require the most skill and patience to master. Sniper rifles are only available to the recon kit.

M417

Ammo: 7.62 x 51 mm NATO

Rate of Fire: Semi-Auto

Magazine Capacity: 20

Range: Very Long

Fire Modes:

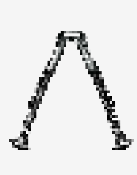
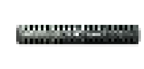
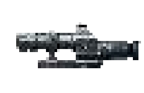
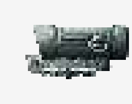
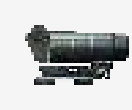
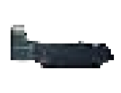
- Single-Shot

Unlock: Team Player assignment

- Get 10 T-UGS assists
- Capture 20 flags

This bigger brother of M416 features a heavier 16-inch barrel as well as an enlarged receiver capable of handling the heavy 7.62 round. The high precision and stopping power of this rifle make it ideal as a DMR, and it sees service in many armed forces worldwide.

Unlock Progression

Image	Accessory	Slot	Kills
	ACOG (4x)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Primary	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Bipod	Primary	60
	Suppressor	Secondary	70
	Ballistic (12x)	Optics	80
	Reflex (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKS-07 (7x)	Optics	125
	M145 (3.4x)	Optics	150
	PSO-1 (4x)	Optics	175
	PKA-S (HOLO)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-A (3.4x)	Optics	270

JNG-90

Ammo: 7.62 x 51 mm NATO

Rate of Fire: Bolt-Action

Magazine Capacity: 10

Range: Very Long

Fire Modes:

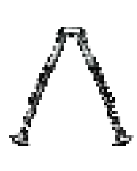
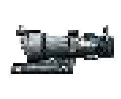
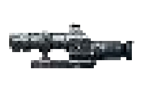
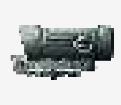
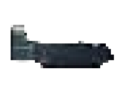
- Single-Shot

Unlock: Bullet Point assignment

- Complete Team Player assignment
- 50 kills with sniper rifles
- Win 3 Rounds of Conquest Domination

Easily identified by its massive muzzle break, the JNG-90 serves as the standard sniper rifle of the Turkish army. This modern rifle has integral rail systems and many other accessory options, making it adaptable to shifting situations. It provides the shooter great stopping power, as well as sub MOA accuracy.

Unlock Progression

Image	Accessory	Slot	Kills
	Ballistic (12x)	Optics	10
	Laser Sight	Secondary	20
	Bipod	Primary	30
	Tactical Light	Secondary	40
	ACOG (4x)	Optics	50
	Straight Pull Bolt	Primary	60
	Suppressor	Secondary	70
	Holographic (HOLO)	Optics	80
	Reflex (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKS-07 (7x)	Optics	125
	M145 (3.4x)	Optics	150
	PSO-1 (4x)	Optics	175
	PKA-S (HOLO)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-A (3.4x)	Optics	270

Weapons

Personal Defense Weapons (PDWs)

These compact and lightweight weapons are best deployed in close quarters due to their short range. But what they lack in accuracy and damage output, they make up for in rate of fire. In Battlefield 3, the PDWs are available to all classes. So consider choosing one of these weapons when tasked with assaulting or defending a building interior or other confined space.

M5K

Ammo: 9 x 19 mm

Rate of Fire: 900 rpm

Magazine Capacity: 25

Range: Short

Fire Modes:

- Automatic

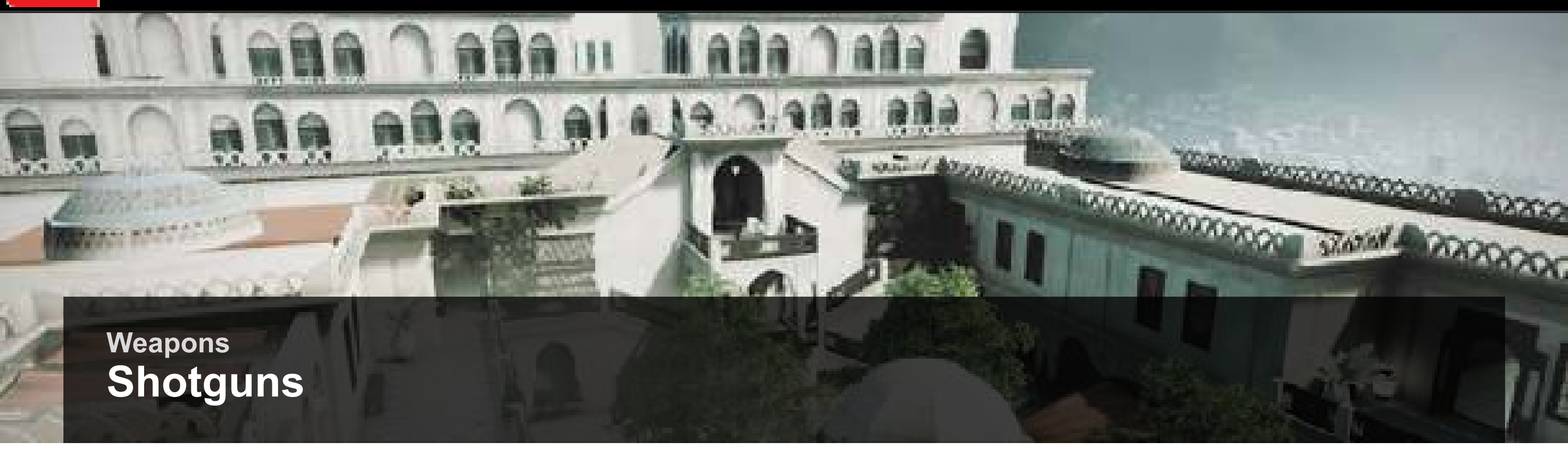
Unlock: Hold the Trigger assignment

- Complete These Hurt Too assignment
- Finish Top 5 Gun Master
- 100 kills with PDWs

A tactical machine pistol based on one of the world's most successful submachine gun designs. With the shoulder stock completely removed and the shortened receiver, this ultracompact personal defense weapon is capable of very high rates of fire, as well as great stopping power at close range.

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	Laser Sight	Secondary	20
	Suppressor	Secondary	30
	Holographic (HOLO)	Optics	40
	Tactical Light	Primary	50
	Extended Mag	Secondary	60
	M145 (3.4x)	Secondary	70
	ACOG (4x)	Optics	80
	KOBRA (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKA-S (HOLO)	Optics	125
	PKA-A (3.4x)	Optics	150



Weapons

Shotguns

Nobody misses with a shotgun. Although these weapons lack the accuracy and finesse of the other weapons, their brutal power is a worthwhile trade-off. At close range, these weapons are unmatched, capable of killing with one shot. Like PDWs, shotguns are available to all classes.

SPAS-12

Ammo: 12 gauge

Rate of Fire: Pump-action

Magazine Capacity: 5

Range: Short

Fire Modes:

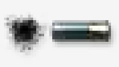
- Single-shot

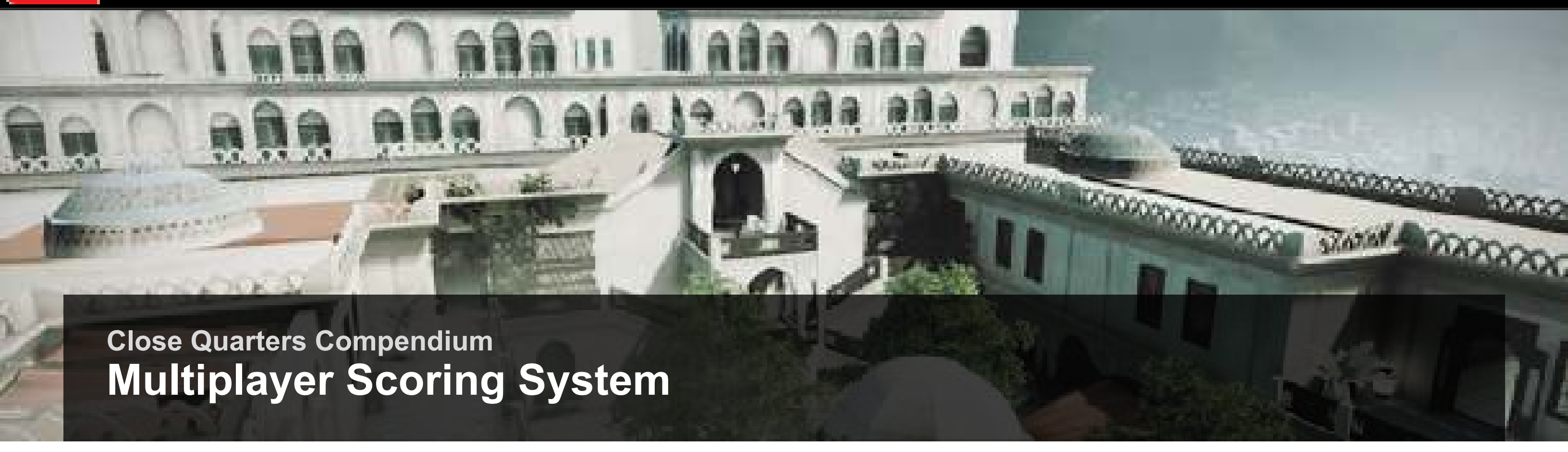
Unlock: These Hurt Too assignment

- 20 kills with pistols
- 20 kills with shotguns

This Italian-made iconic shotgun has seen great success since its introduction on the market during the 1980s. It's become popular worldwide thanks to its capacity to handle a great variety of shell types. Its unique magazine design further simplifies the use of varied ammunition, allowing the SPAS-12 to remain in high regard with police and military units worldwide.

Unlock Progression

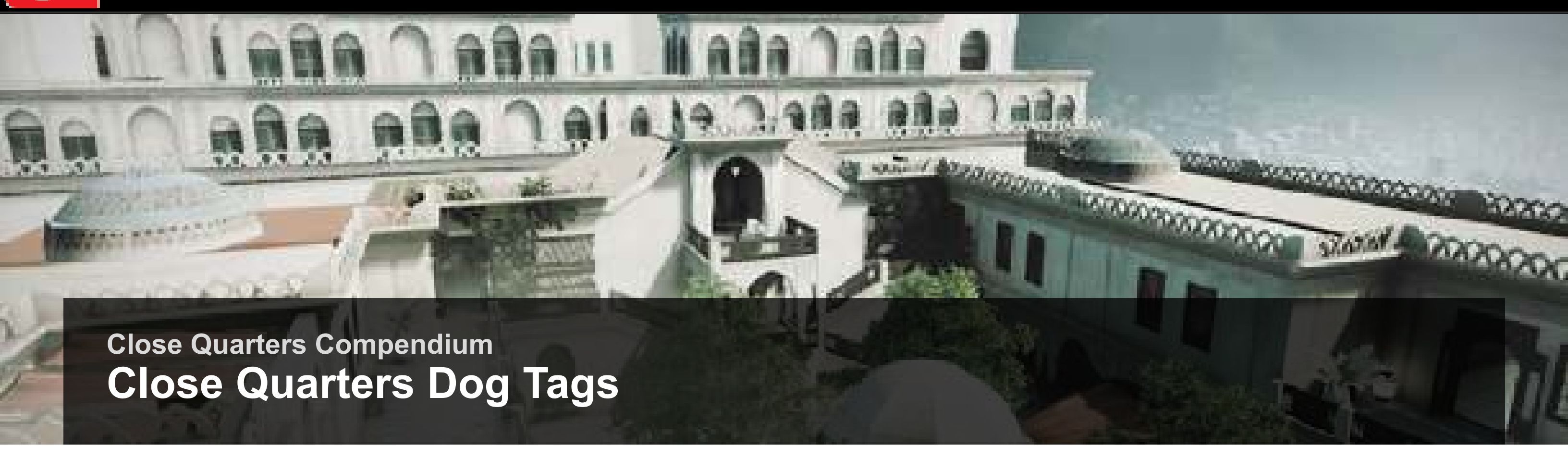
Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	12G Flechette	Secondary	20
	Extended Mag	Primary	30
	Holographic (HOLO)	Optics	40
	Tactical Light	Primary	50
	12G Frag	Secondary	60
	ACOG (4x)	Optics	70
	Laser Sight	Optics	80
	12G Slug	Secondary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Primary	175
	KOBRA (RDS)	Optics	200
	PKA-S (HOLO)	Optics	235
	PSO-1 (4x)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350



Multiplayer Scoring System

Multiplayer Scoring System

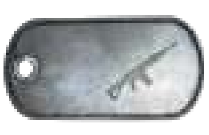
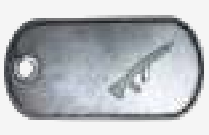
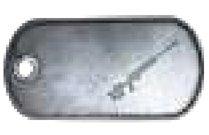
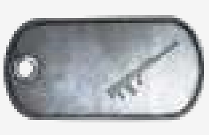
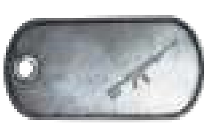
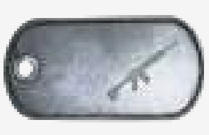
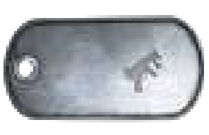
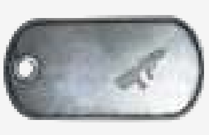
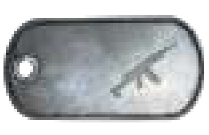
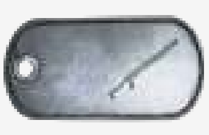
Action	Points	Description
Attack Order Followed	20	Have a squadmate follow the attack order.
Avenger Bonus	10	Kill an enemy within 3 seconds of him killing a friendly.
Comeback	TBD	Comeback from a streak of 5 or more consecutive deaths. Score is number of consecutive deaths x10.
Defend Order Followed	20	Have a squadmate follow the defend order.
Designated Target Hit	TBD	Score based on how much damage the locked missile does.
Destroyed Explosive	20	Destroy an enemy explosive (claymore, mine, or C4).
Dog Tag Savior	50	Rescue a teammate just as he is about to be stabbed.
Double Kill	40	Kill two enemies in 0.8 seconds of each other.
Driver Assist	10	Have a passenger in your vehicle kill an enemy.
Enemy Down	100	Kill an enemy.
Equipment Destroyed	20	Destroy a stationary weapon that is occupied by an enemy or equipment placed by an enemy. This includes EOD Bots, MAV, Mortar, Radio Beacon, SOFLAM and UGS.
Flag Capture Assist	50	Participate in a flag capture.
Flag Captured	250	Capture a flag.
Flag Defend	20	Kill someone while you or the victim is in the radius of a flag owned by your team.
Flag Neutralize Assist	150	Participate in a flag neutralize.
Flag Neutralized	200	Neutralize an enemy flag.
Headshot Bonus	10	Kill an enemy with a headshot.
Heal	10	Heal points awarded for every 20% health healed on a friendly.
Kill Assist	10-100	Do at least 10 points of damage to an enemy and have a teammate finish them off. Note that this caps out at 100, as healing can restore the enemies hit points.
Killstreak Stopped	TBD	Kill an enemy who has made 6 or more kills without dying. The score awarded is the number of kills in the enemies streak x10.
Marksman Bonus	100+	Score a headshot with a sniper rifle. Score is distance to the target.
M-COM Armed	100	Arm an M-COM station
M-COM Attack Kill	20	Kill an enemy who is disarming the crate.
M-COM Defense Kill	20	Kill an enemy who is arming the crate.
M-COM Destroyed	500	Destroy an M-COM station.
M-COM Disarmed	200	Disarm an M-COM station.
Motion Sensor Assist	20	Enemy was killed while in your MAV's motion sensor range.
Motion Sensor Assist	20	Enemy was killed while in your T-UGS motion sensor range.
Multiple Kill	100	Kill four or more enemies within 0.8 seconds of each other.
Nemesis Kill	TBD	Kill the same enemy 6 or more times. The score awarded is the number of kills x10.
Nemesis Payback	TBD	Kill your nemesis. The score awarded is the number of times your nemesis has killed you x10.
Repair	10	Repair vehicle points given for every 10% of damage repaired.
Repair	20	Repair vehicle points given for every 10% of damage repaired.
Resupply	10	Resupply a teammate.
Road Kill	10	Run over an enemy.
Savior Bonus	20	Kill an enemy within 2 seconds of him dealing 50%–99% of damage to a friendly.
Spot Bonus	10	Spot an enemy and have a teammate kill them.
Squad Attack Order	20	Attack an objective that the leader has designated.
Squad Defend Order	20	Defend an objective that the leader has designated.
Squad Driver Assist	20	Have a squadmate who is a passenger in your vehicle make a kill.
Squad Eliminated	10	Kill all members in a squad.
Squad Heal	20	Heal a squadmate.
Squad Passenger Assist	20	Have a squadmate who is driving your vehicle make a kill.
Squad Resupply	20	Resupply a squadmate.
Squad Revive	110	Revive a squadmate.
Squad Spawn on You	10	Have a squadmate spawn on you.
Suppression Assist	50	Suppress an enemy and have a teammate kill them.
Target Designated	10	Lock on to an enemy vehicle with the target designator.
Team Passenger Assist	10	Have the driver in your vehicle kill an enemy.
Team Revive	100	Revive a teammate.
Triple Kill	60	Kill three enemies within 0.8 seconds of each other.
Vehicle Destroy	50	Destroy a vehicle within 10 seconds of an enemy leaving it.
Vehicle Destroy Assist	10-100	Do at least 10 points of damage to an enemy vehicle and have a teammate destroy it. Points awarded are based on how much damage was done.
Vehicle Disabled	100	Disable a vehicle.



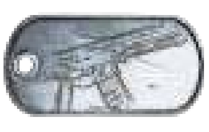
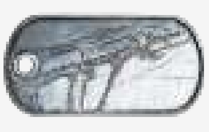
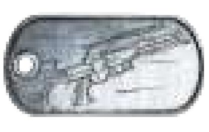
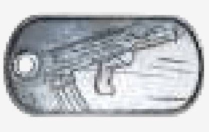
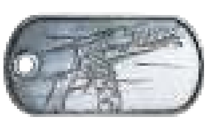
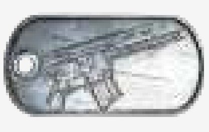
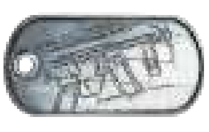
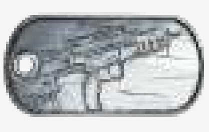
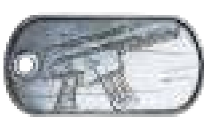
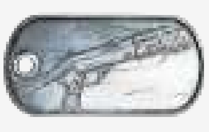
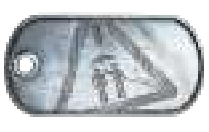
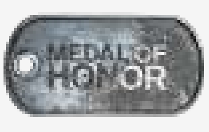
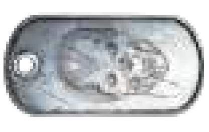
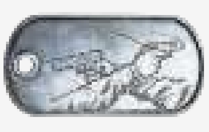
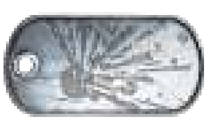
Close Quarters Compendium

Close Quarters Dog Tags

Close Quarters Dog Tags (Left)

Dog Tag	Name	Criteria
	ACW-R Proficiency Dog Tag	Obtain ACW-R Service Star.
	AUG-A3 Proficiency Dog Tag	Obtain AUG-A3 Service Star.
	JNG-90 Proficiency Dog Tag	Obtain JNG-90 Service Star.
	L86A2 Proficiency Dog Tag	Obtain L86A2 Service Star.
	LSAT Proficiency Dog Tag	Obtain LSAT Service Star.
	M417 Proficiency Dog Tag	Obtain M417 Service Star.
	M5K Proficiency Dog Tag	Obtain M5K Service Star.
	M-TAR 21 Proficiency Dog Tag	Obtain M-TAR 21 Service Star.
	SCAR-L Proficiency Dog Tag	Obtain SCAR-L Service Star.
	SPAS-12 Proficiency Dog Tag	Obtain SPAS-12 Service Star.

Close Quarters Dog Tags (Right)

Dog Tag	Name	Criteria
	ACW-R Master Dog Tag	Obtain ACW-R Service Star 5.
	AUG-A3 Master Dog Tag	Obtain AUG-A3 Service Star 5.
	JNG-90 Master Dog Tag	Obtain JNG-90 Service Star 5.
	L86A2 Master Dog Tag	Obtain L86A2 Service Star 5.
	LSAT Master Dog Tag	Obtain LSAT Service Star 5.
	M417 Master Dog Tag	Obtain M417 Service Star 5.
	M5K Master Dog Tag	Obtain M5K Service Star 5.
	M-TAR 21 Master Dog Tag	Obtain M-TAR 21 Service Star 5.
	SCAR-L Master Dog Tag	Obtain SCAR-L Service Star 5.
	SPAS-12 Master Dog Tag	Obtain SPAS-12 Service Star 5.
	Danger Close	Featuring the Danger Close Studios logo.
	Medal of Honor	Reference to the MoH games.
	Visceral	Reference to Dead Space and Visceral Studios.
	Toe2Toe	Reference to fighting up close and personal.
	The Greatest Destroyer	Reference to HD Destruction and the final campaign mission.

Close Quarters Compendium

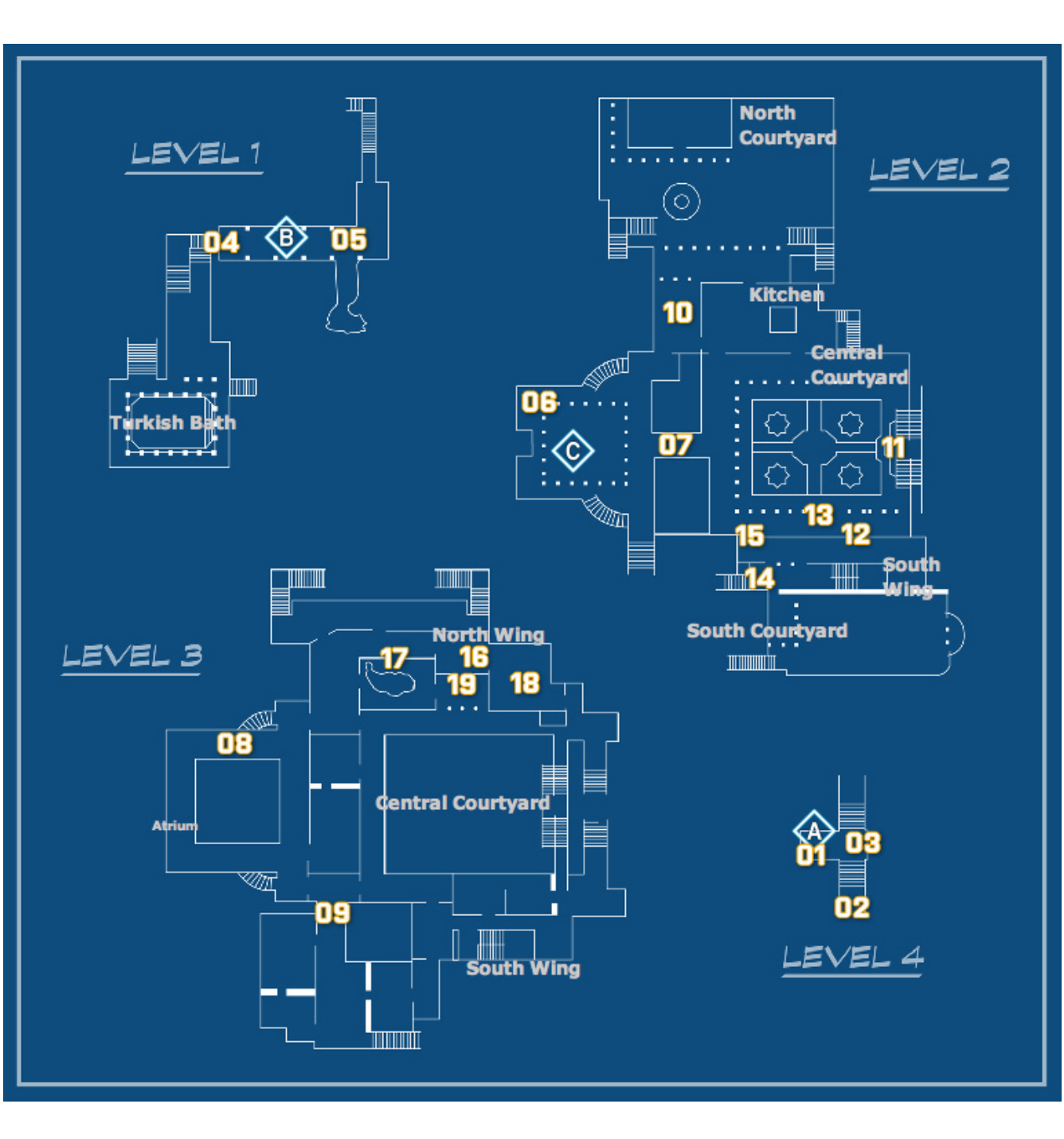
Close Quarters Achievements and Trophies

Achievements and Trophies

Image	Name	Description	Gamerscore	Trophy
	Dominator	Win a round of Conquest Domination.	20	Bronze
	Man of Caliber	Complete a round of Gun Master.	20	Bronze
	Grinding the Crack	Fall over the edge on Ziba Tower.	20	Bronze
	Deadly Tools	Without dying, get a kill with a carbine, pistol, and rocket launcher.	30	Silver
	Show of Force	Get 10 kills with all 10 Close Quarters weapons.	30	Silver

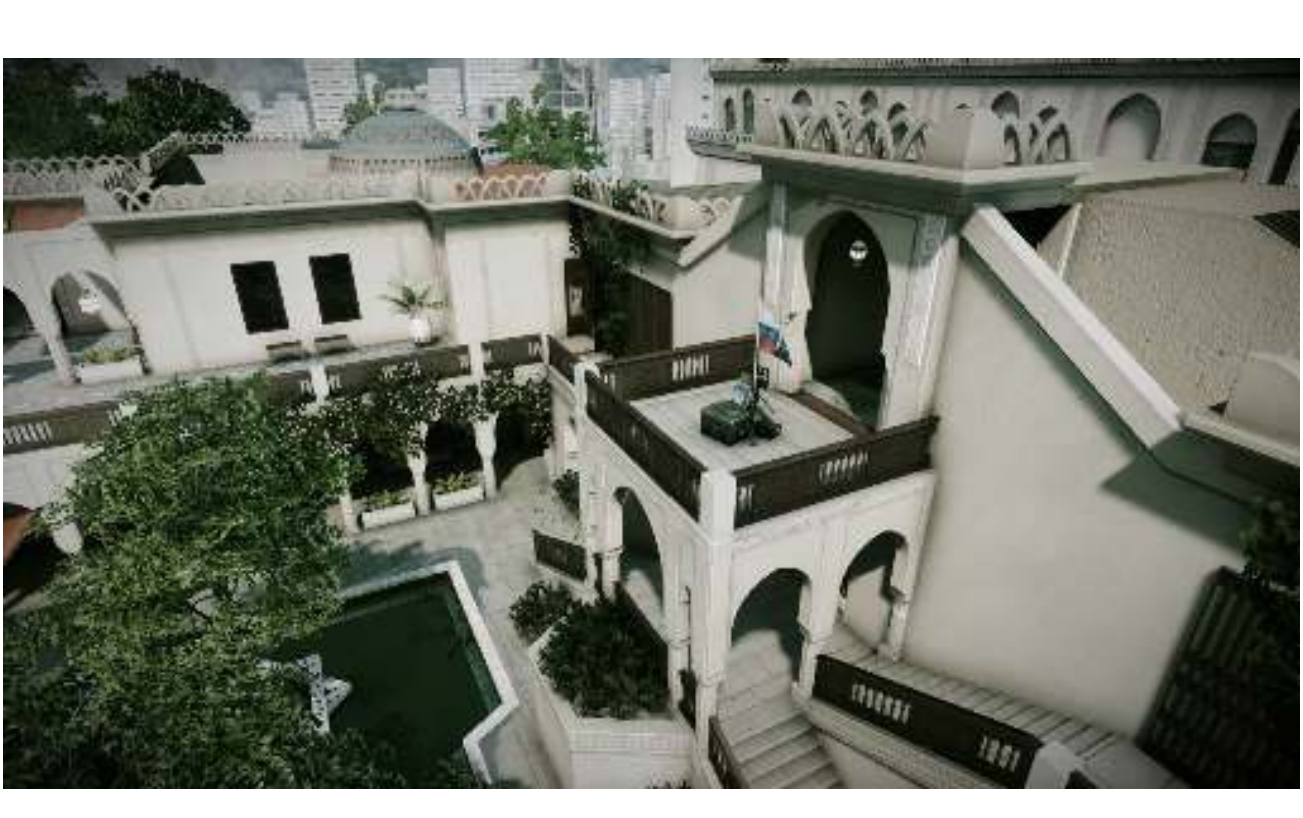
Donya Fortress

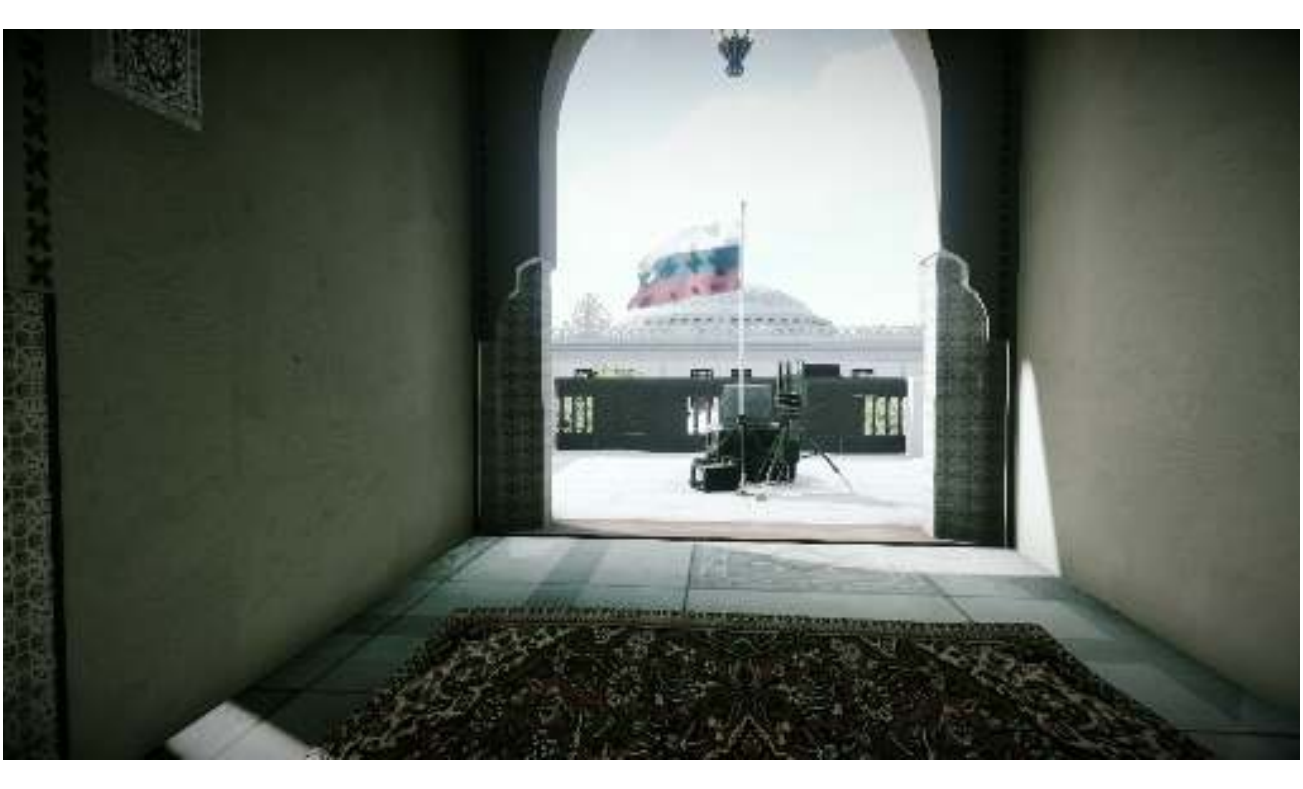
Points of Interest

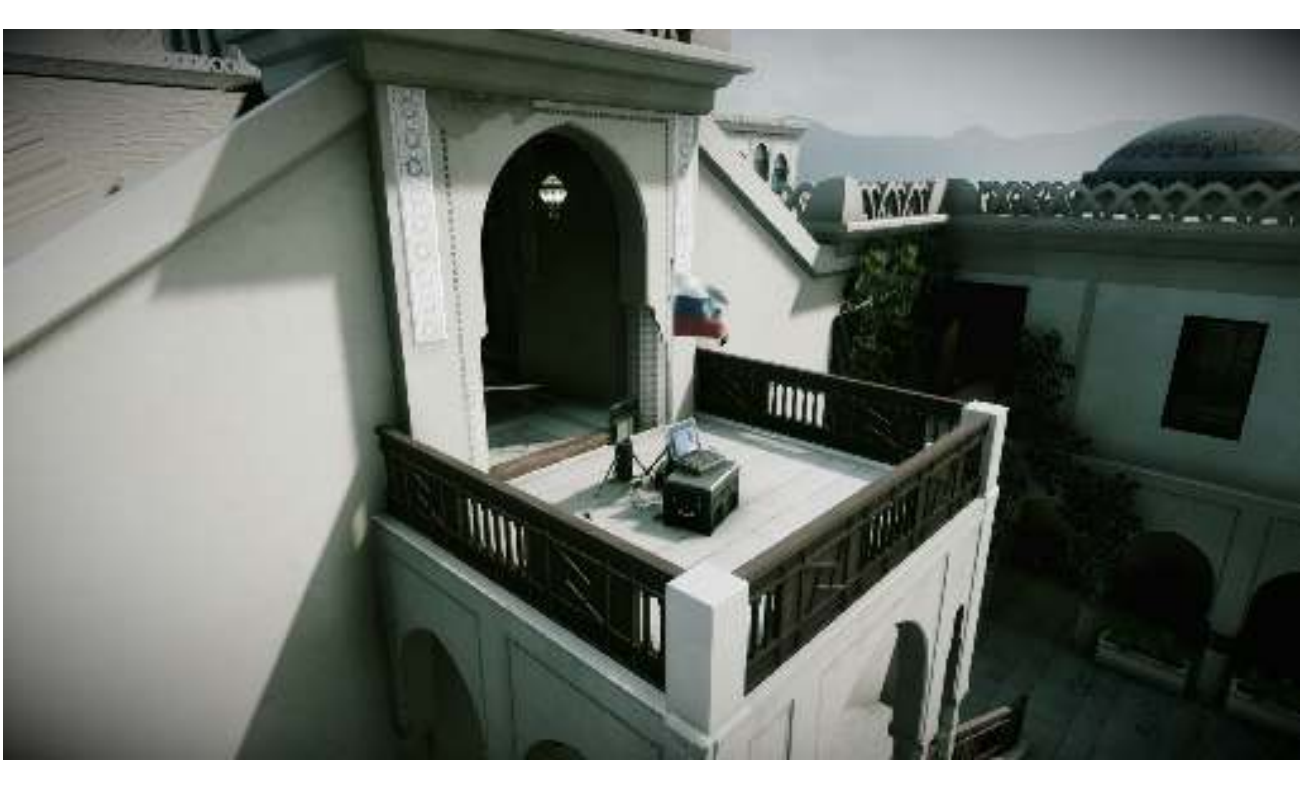


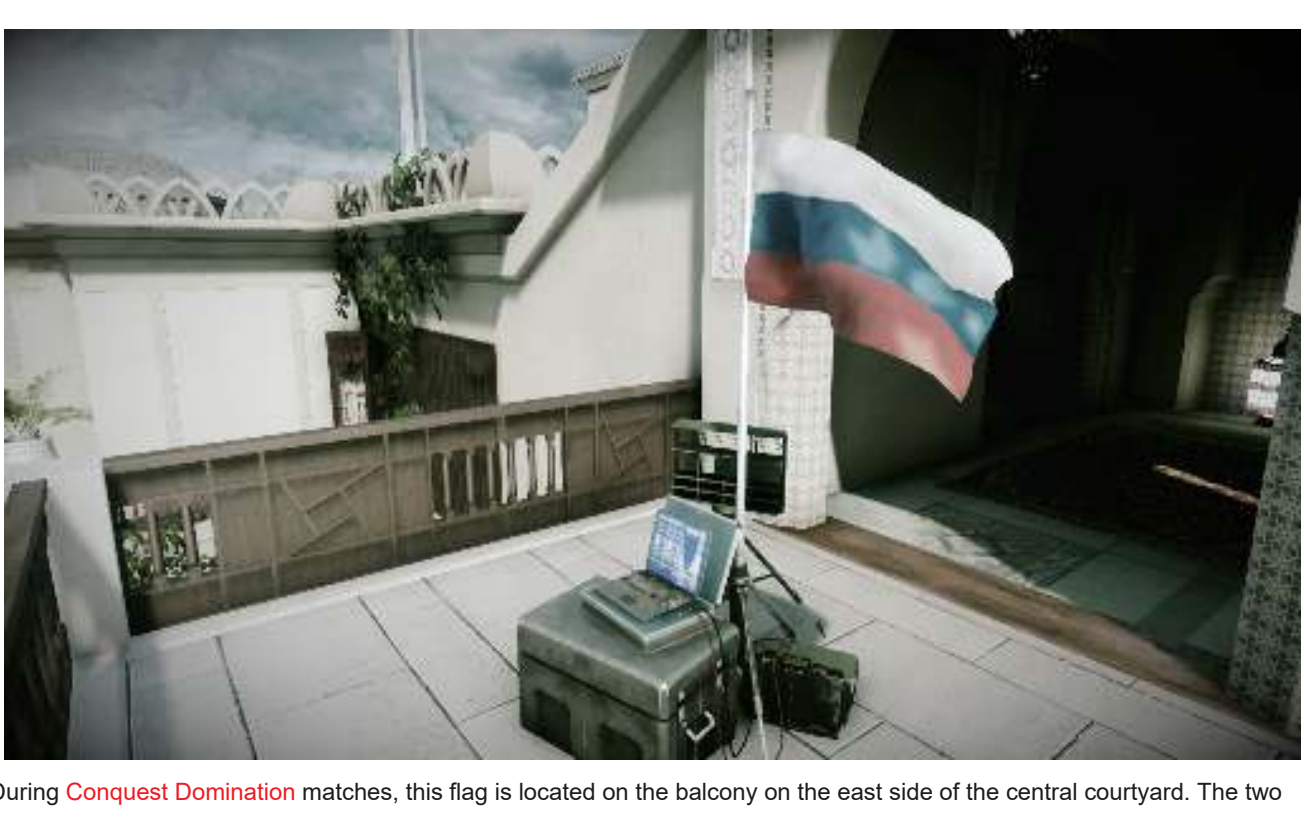
Click here for interactive maps

East Balcony (Flag A)





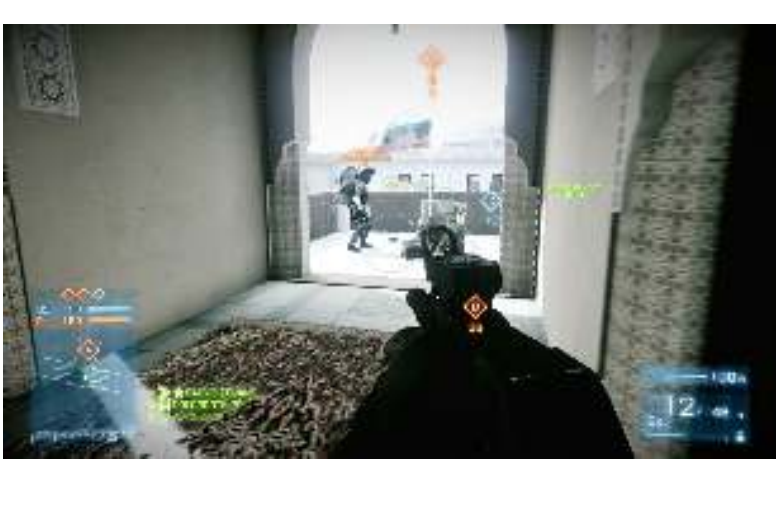




During Conquest Domination matches, this flag is located on the balcony on the east side of the central courtyard. The two staircases to the east are the only paths leading to this balcony, often making this area a deadly choke point. When your opponents hold the flag, always assume that C4 or claymores are in place. Consider firing rockets or tossing grenades ahead of your advance to detonate any booby traps.

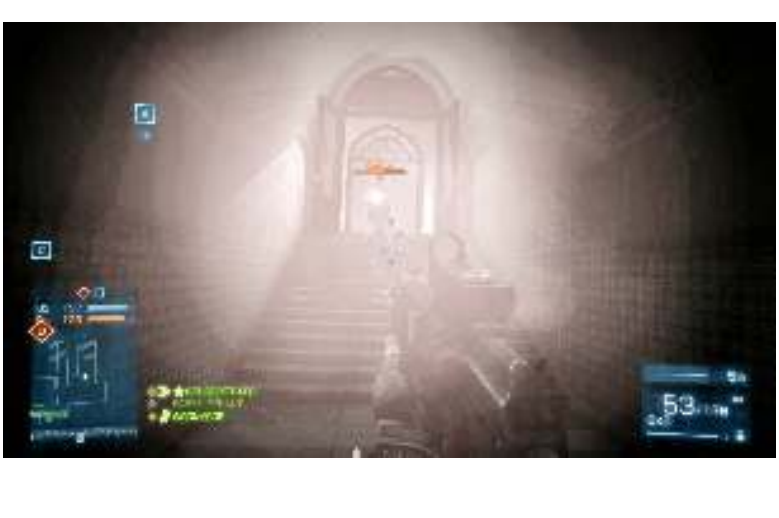
The balcony is the highest point on the map, making it a predictable sniper perch. But don't consider sniping from the balcony unless you have a teammate watching the eastern staircases. Recon troops posted on the balcony leave themselves open to knife attacks from behind. And don't think the low decorative wooden railing on the balcony's perimeter will protect you from incoming fire. This wooden railing splinters and disintegrates under concentrated small-arms fire or explosions, leaving the balcony completely exposed. For best results, capture the flag and move away from the balcony. Defenders are better off guarding the interior staircases to the east or watching the flag from the second-floor walkway ringing the courtyard.

Level 3 [01]



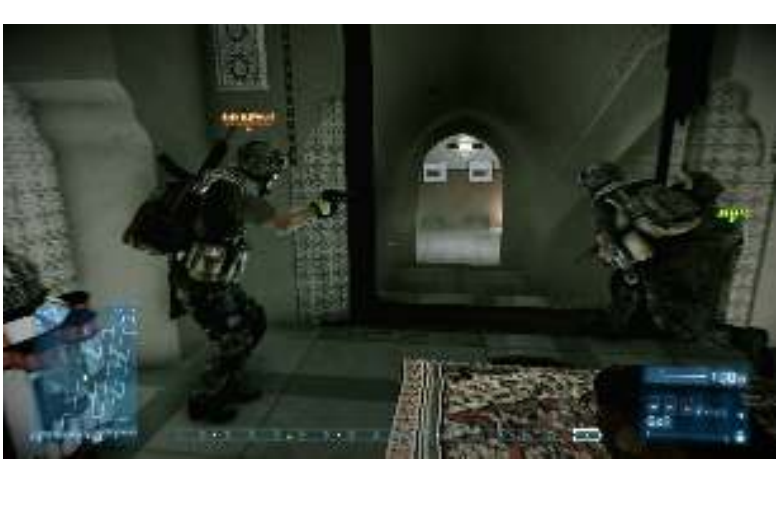
Always expect claymores or C4 placed on or near the east balcony, particularly during Conquest Domination matches. If you're lucky, you may catch an opponent in the process of setting booby traps. Even if you don't see anything, always toss a grenade onto the balcony to detonate any unseen surprises.

Level 3 [02]



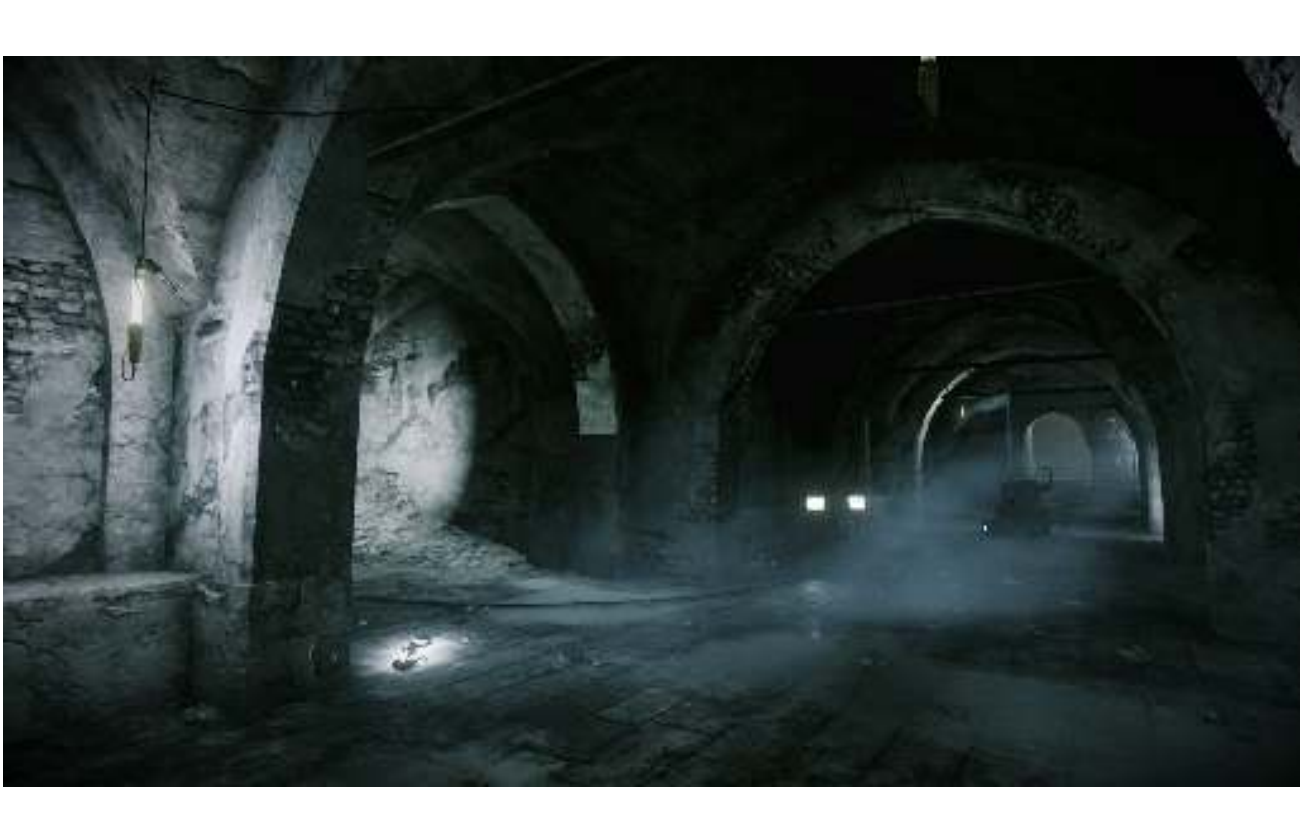
The two stairways leading up to the east balcony are dark and narrow. Attaching a tactical light or laser sight to your weapon may give you a slight edge during close-quarter engagements on these stairways.

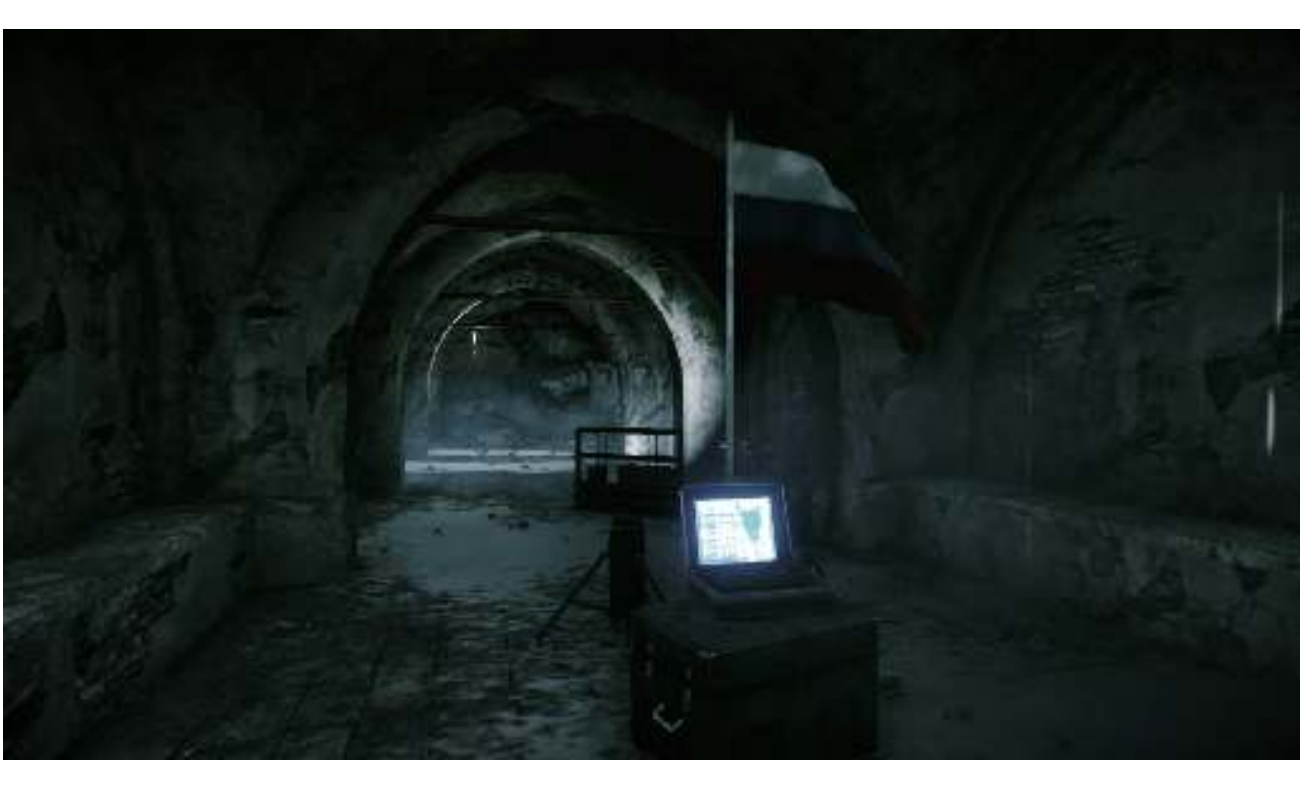
Level 3 [03]

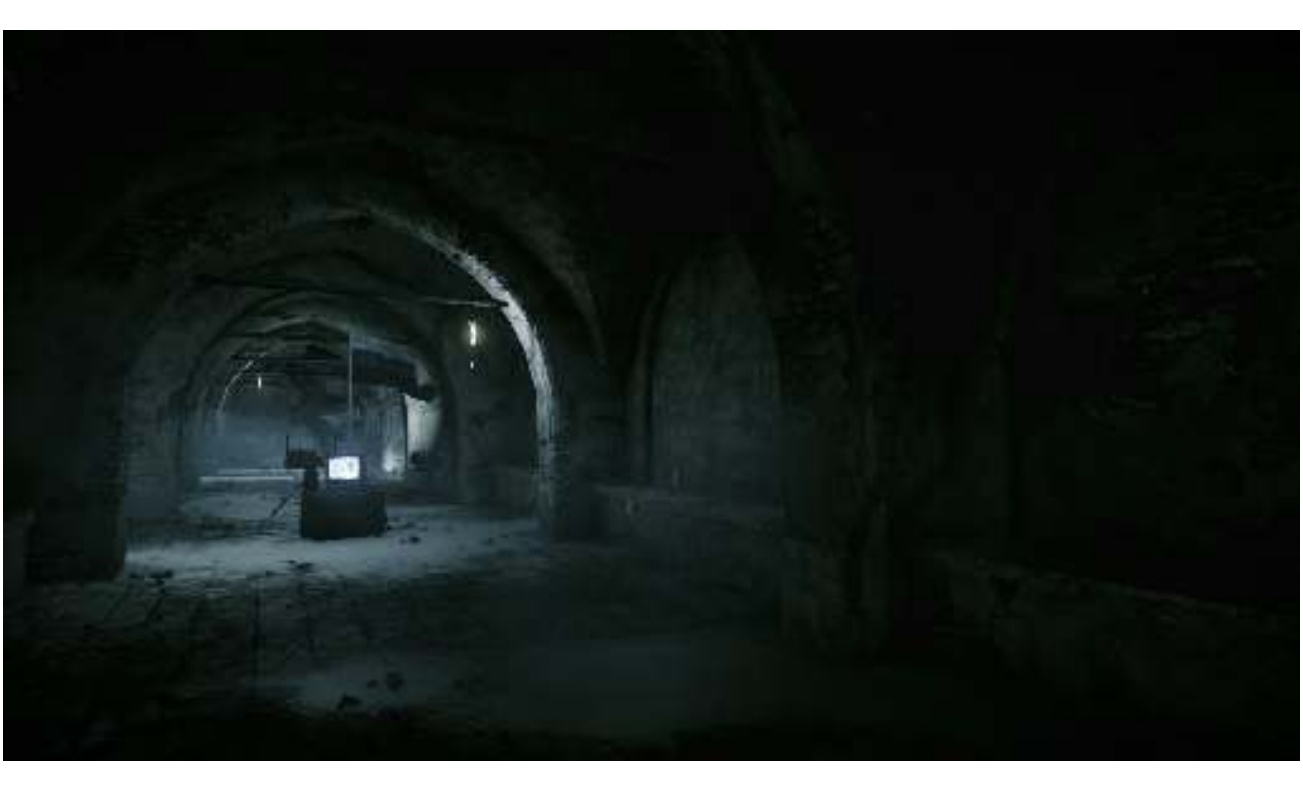


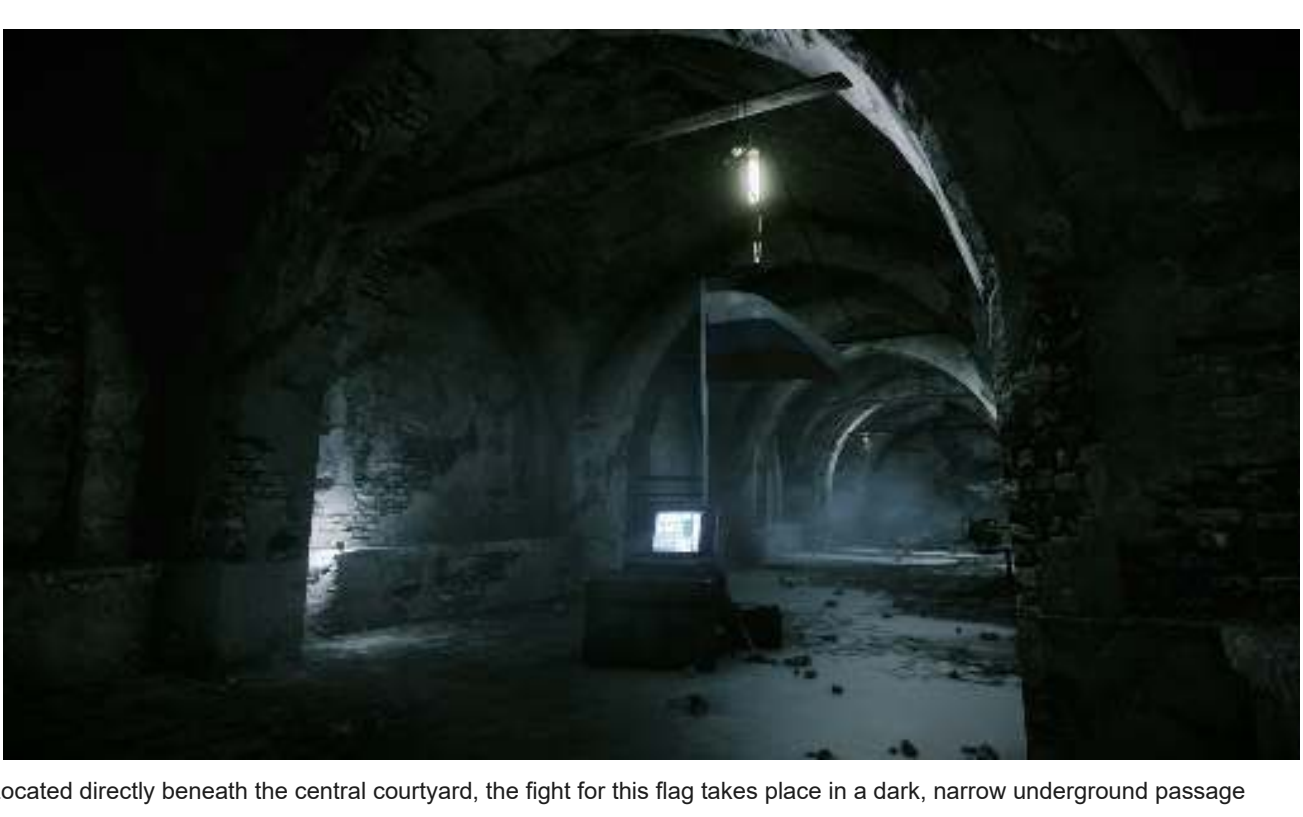
Looking for a knife kill? You can usually find opponents near the east balcony, taking advantage of its elevated view.

Underground Passage (Flag B)





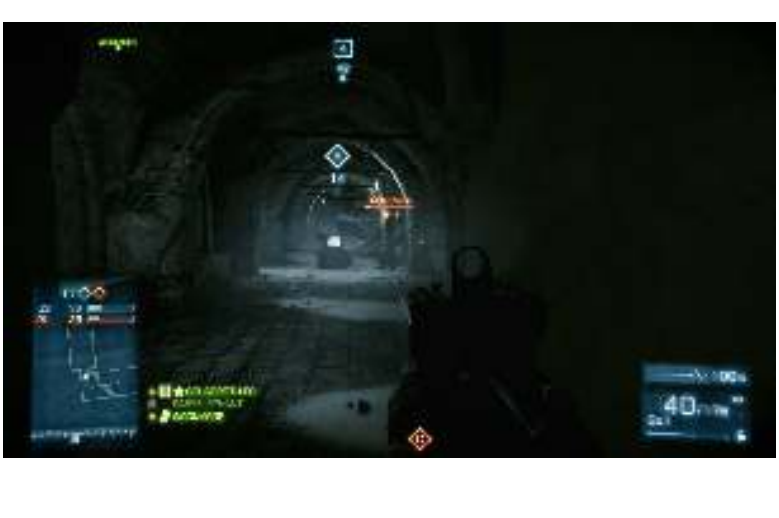




Located directly beneath the central courtyard, the fight for this flag takes place in a dark, narrow underground passage during Conquest Domination matches. There are three entry points to this passage: the stairs connected to the north wing, the hole on the south side of the courtyard, and the stairs to the west connected to the Turkish bath. Opponents approaching from Flag A are most likely to enter through the hole in the courtyard. Attackers approaching from Flag C will probably enter from the Turkish bath to the west.

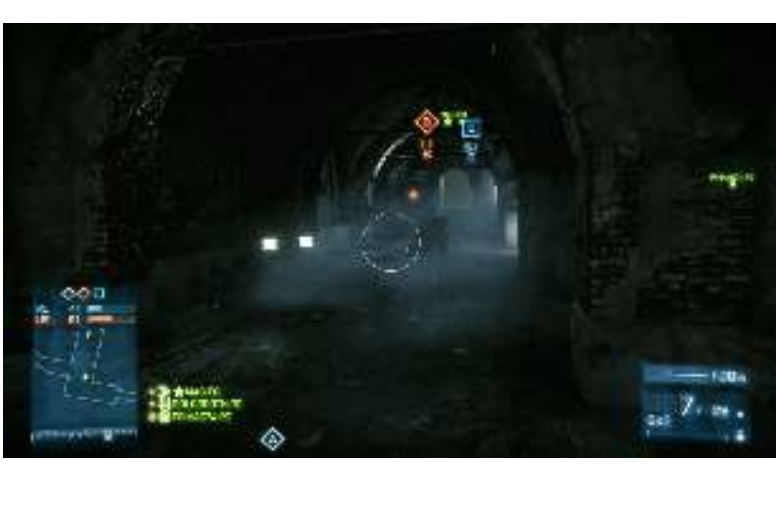
Instead of watching or booby-trapping all entry points, defenders are better off focusing their efforts around the flag. Anyone within the flag's capture radius is completely exposed. Given the cramped setting, shotguns and PDWs (personal defense weapons) are deadly down here. And due to the dark environment, laser sights and tactical lights are very effective; use them to blind your opponents. If you don't have the manpower (or desire) to actively defend this flag, drop claymores or C4 within the capture radius to score some sneaky kills.

Level 0 [04]



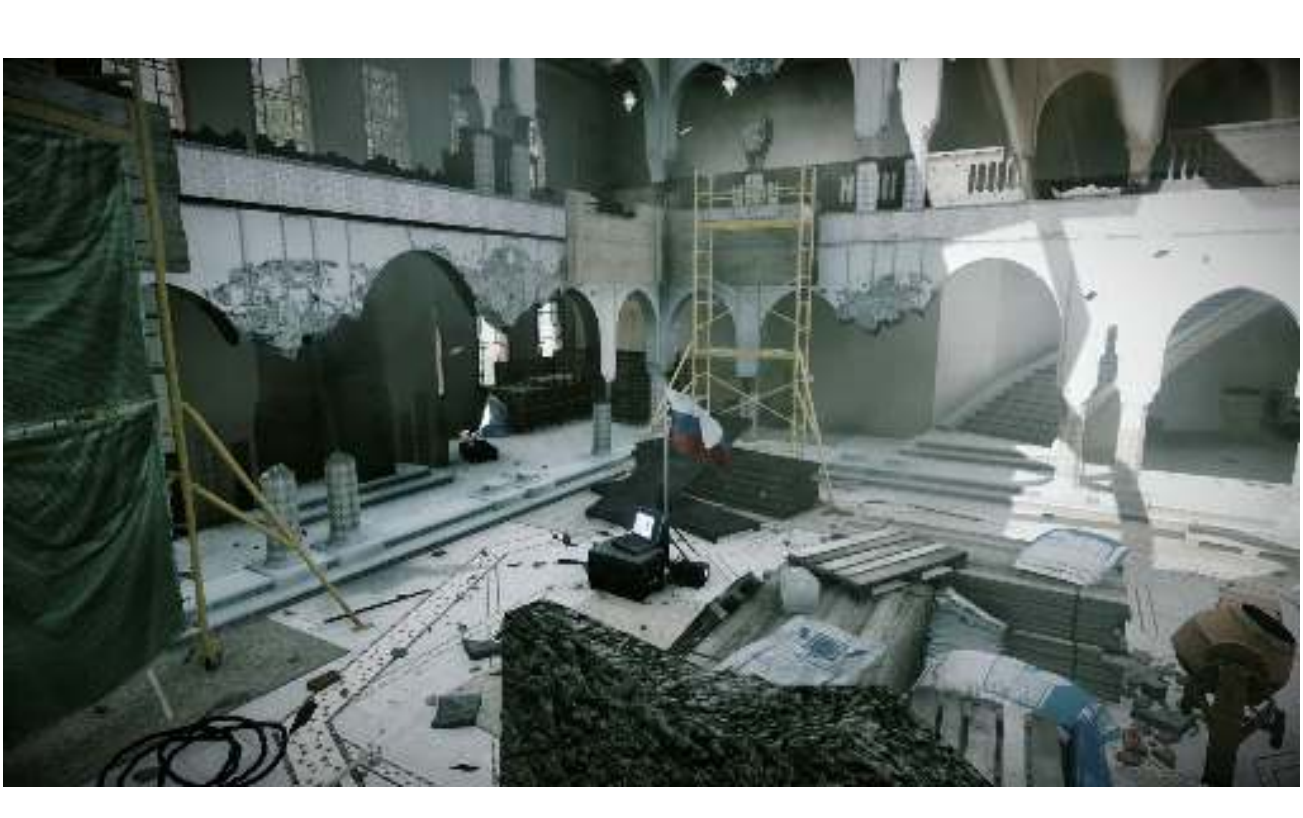
If you have a laser sight attached to your weapon, don't bother aiming while engaging enemies down here. The laser sight improves hip accuracy, greatly increasing the chances of hitting your target.

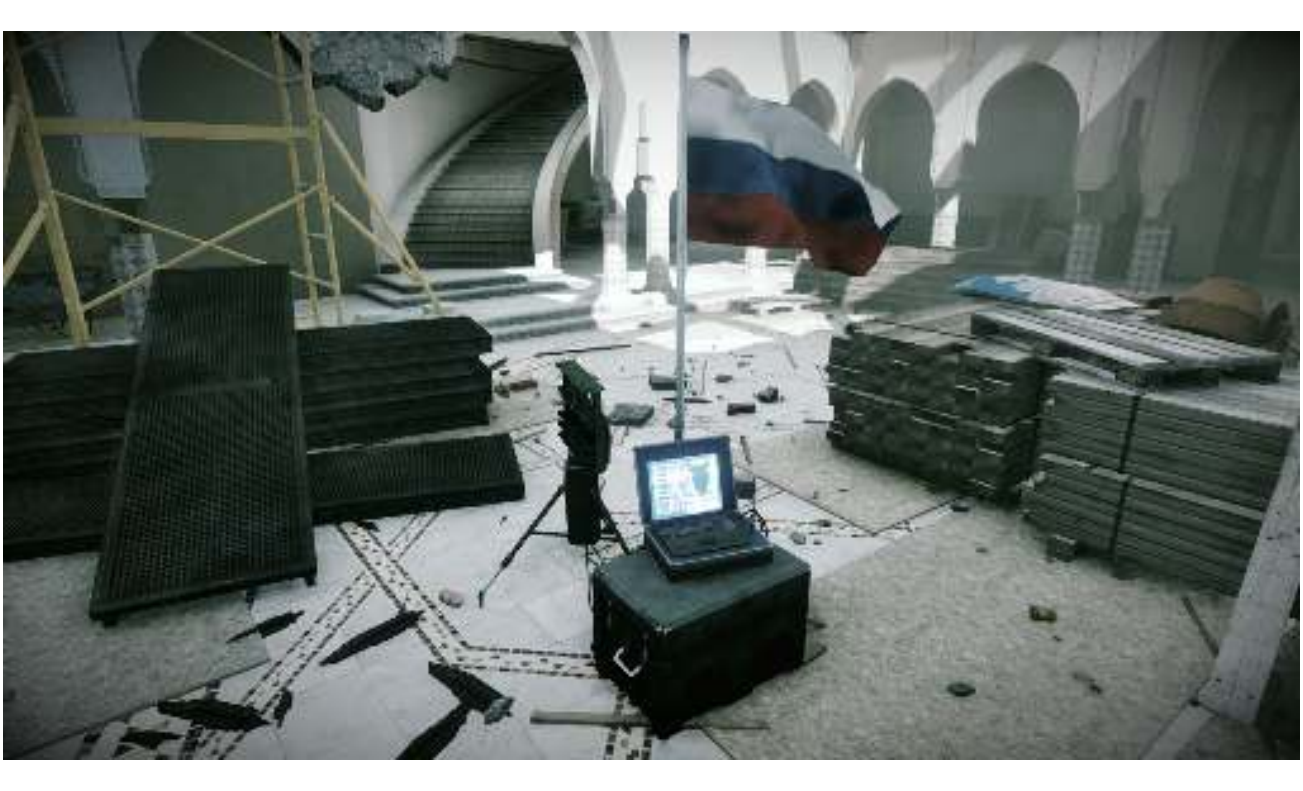
Level 0 [05]

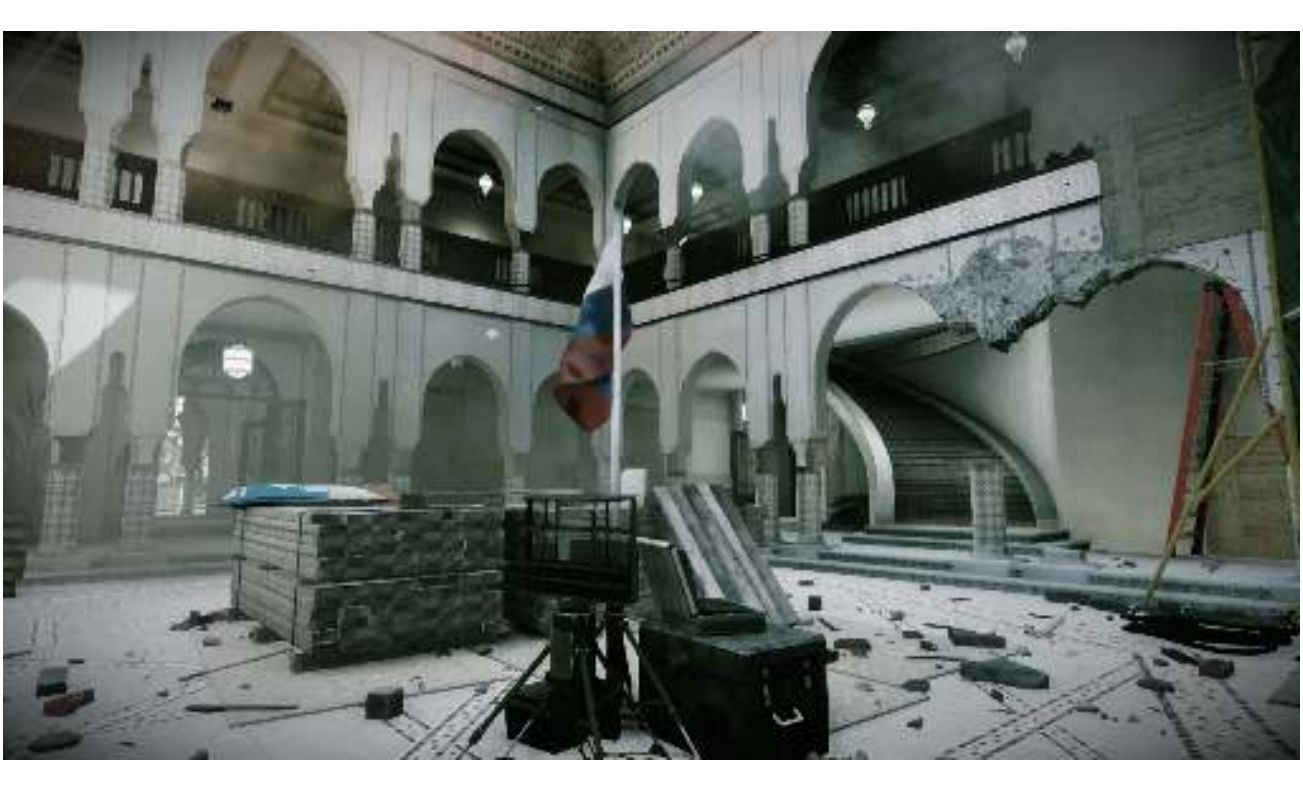


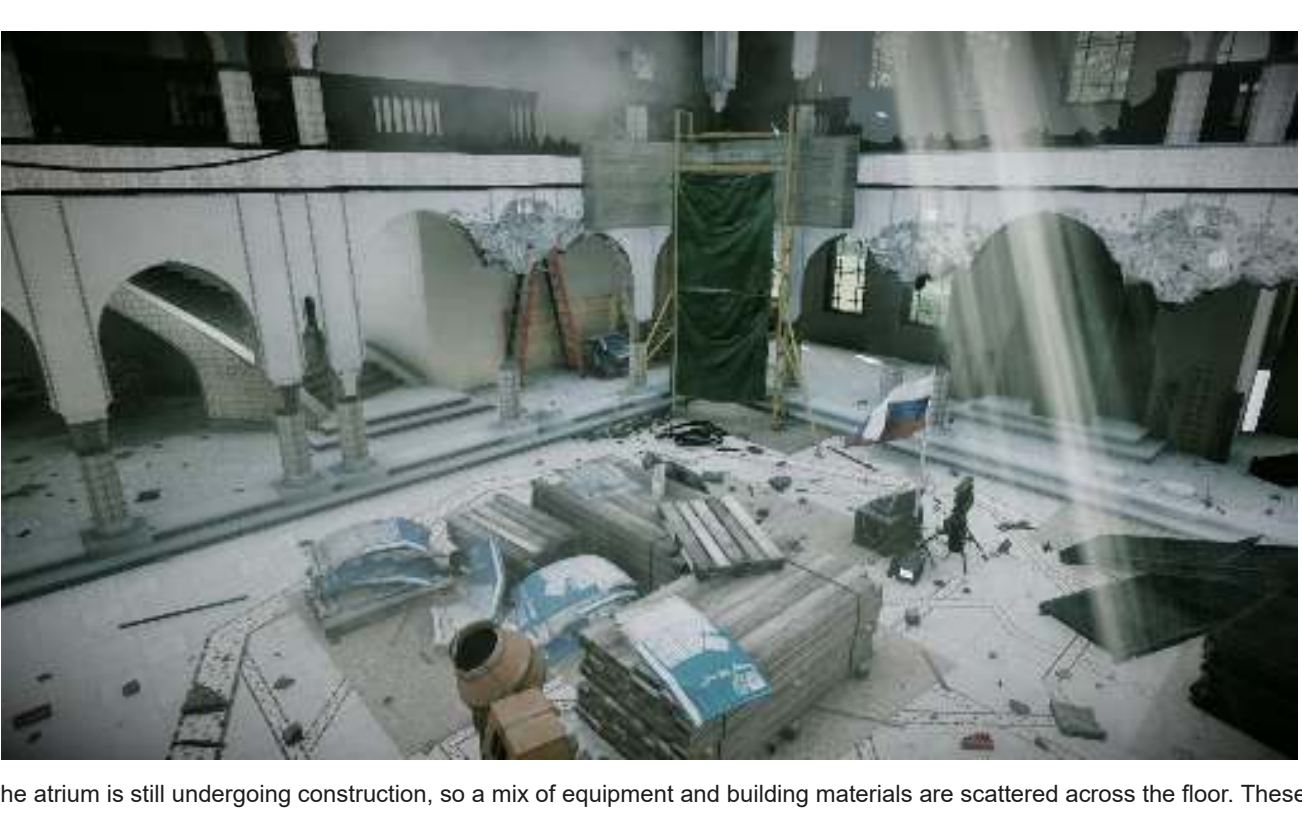
During Conquest Domination matches, always assume the area around the flag is booby trapped with either C4 or claymores. Always toss a grenade toward the flag before approaching. It's important to detonate any traps before attempting to convert the flag.

Atrium (Flag C)





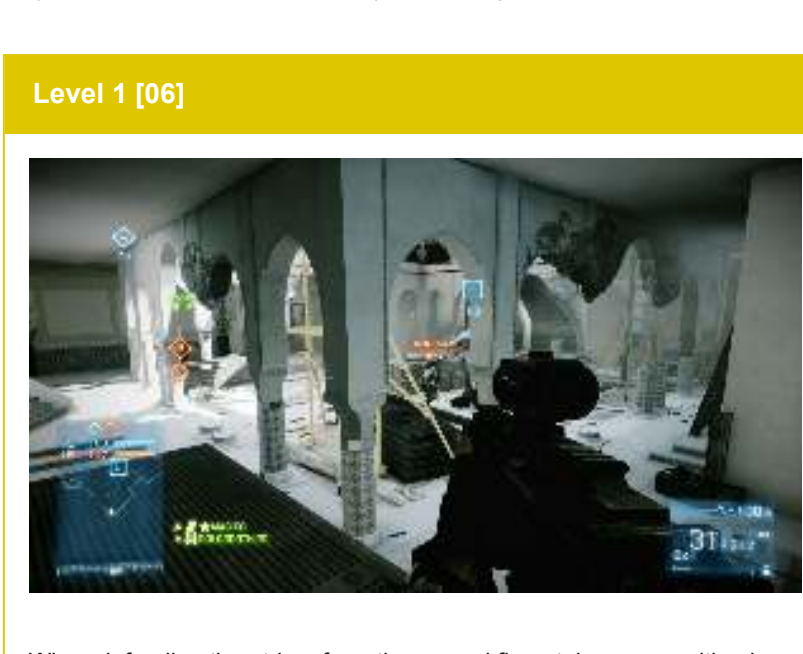




The atrium is still undergoing construction, so a mix of equipment and building materials are scattered across the floor. These objects offer some concealment and cover for those attempting to convert the flag during Conquest Domination matches. However, there are very few places to hide when opponents are positioned on the upper-level promenade ringing the perimeter of this large room. Attackers should always try clearing this walkway before heading downstairs to convert the flag.

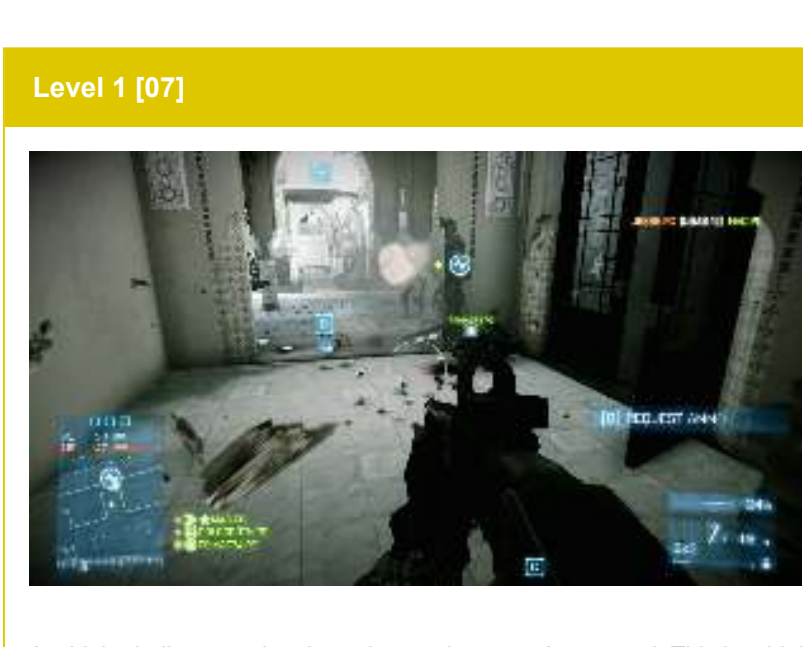
The atrium is located just west of the central courtyard and is a high-traffic area with walkways and stairways leading to adjoining locations, such as the Turkish bath to the south and the kitchen to the north. If you choose to stay put here, keep your back to the western wall where you're less likely to be stabbed from behind. Midrange weapons like carbines and assault rifles work well in the atrium, capable of dropping targets at various distances. Those armed with PDWs and shotguns may be outmatched here, especially when firing between the atrium's upper and lower levels.

Level 1 [06]



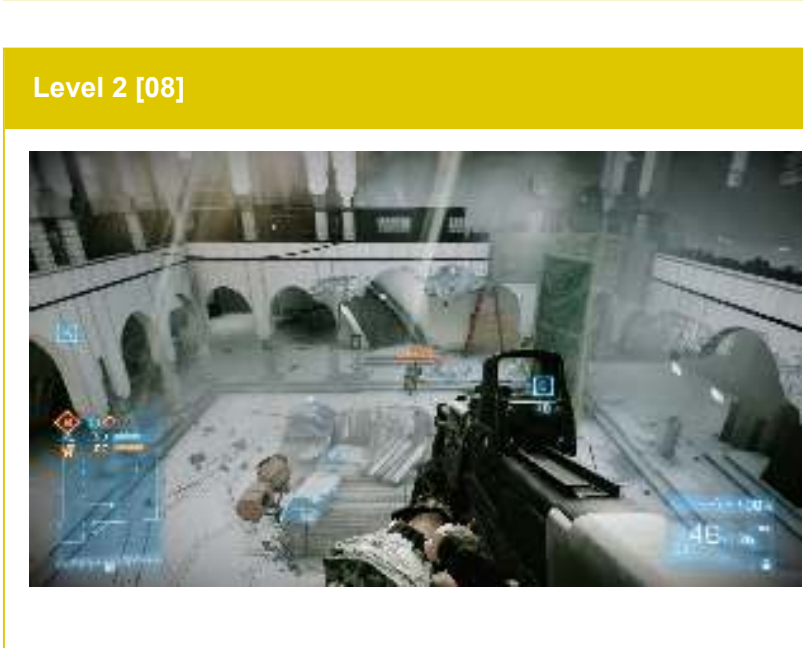
When defending the atrium from the ground floor, take up a position in one of the western corners. Placing your back to the western wall ensures nobody can sneak up behind you. Building materials also offer decent concealment.

Level 1 [07]



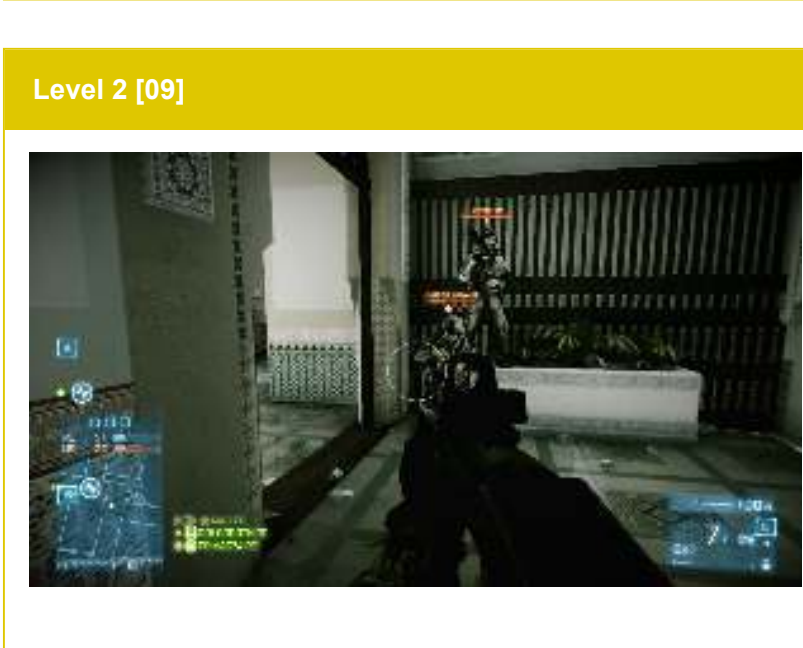
Avoid the hall connecting the atrium to the central courtyard. This is a high-traffic choke point. Plus, this area can be viewed by sharpshooters positioned near the east balcony. It's safer to move through the interior hallways.

Level 2 [08]



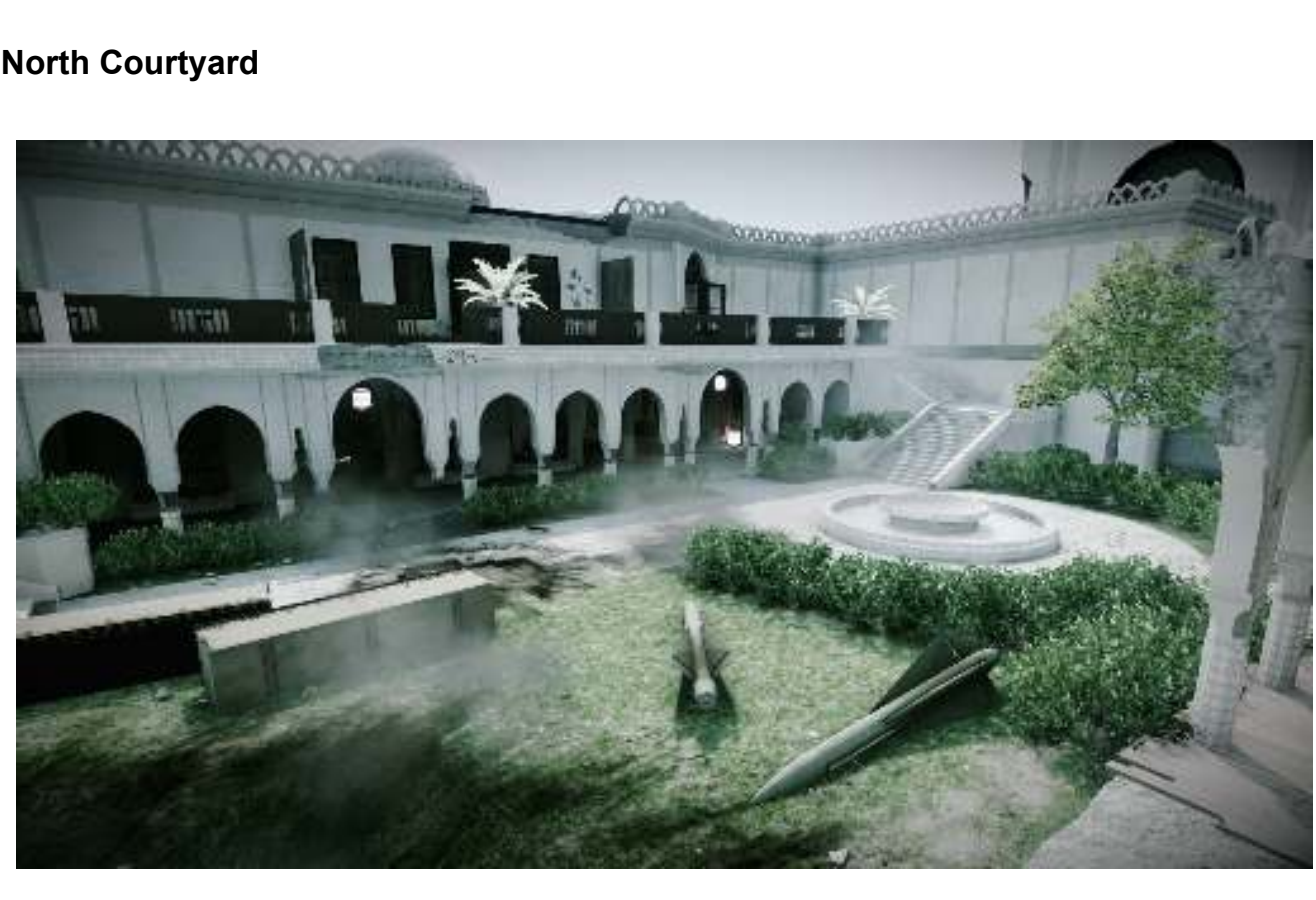
The elevated walkway offers a great view of the atrium's floor. This is a great overwatch position during Conquest Domination matches, allowing you to engage any opponents gathered near the flag.

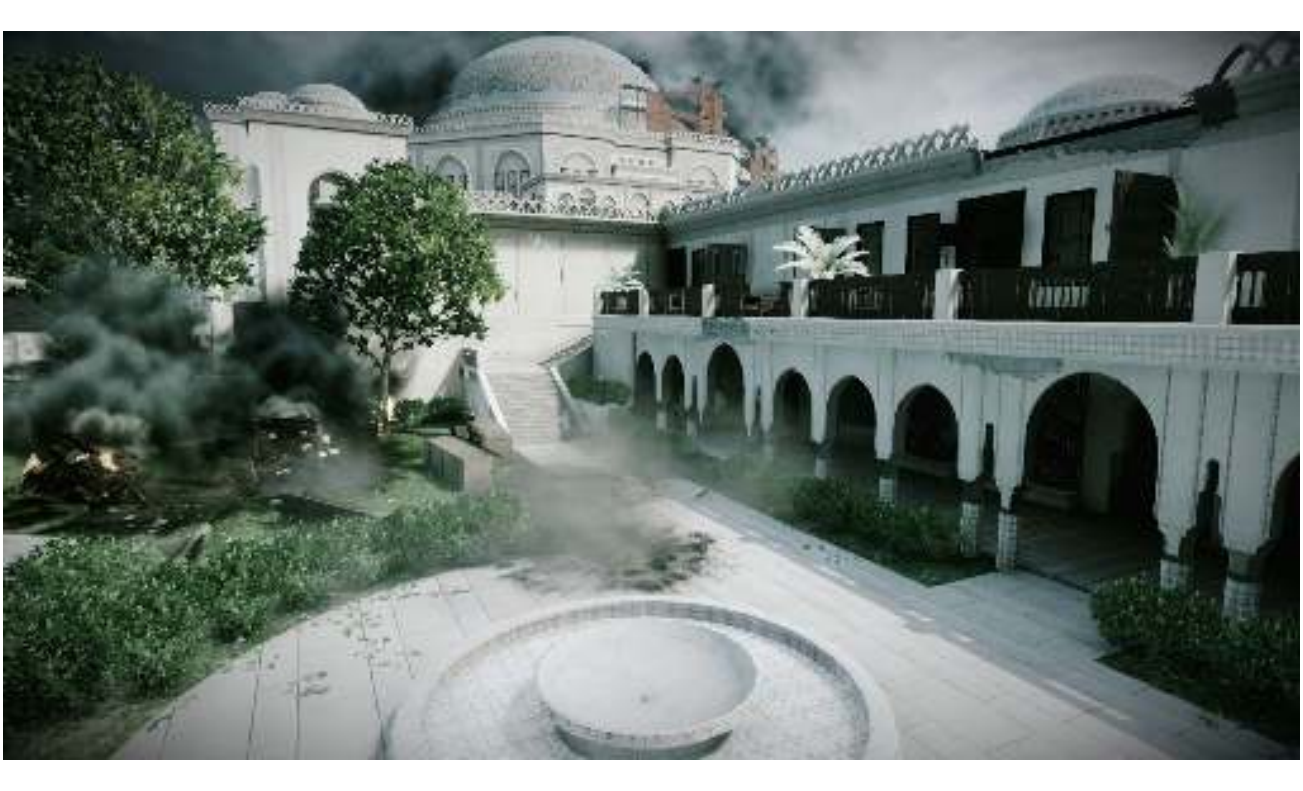
Level 2 [09]

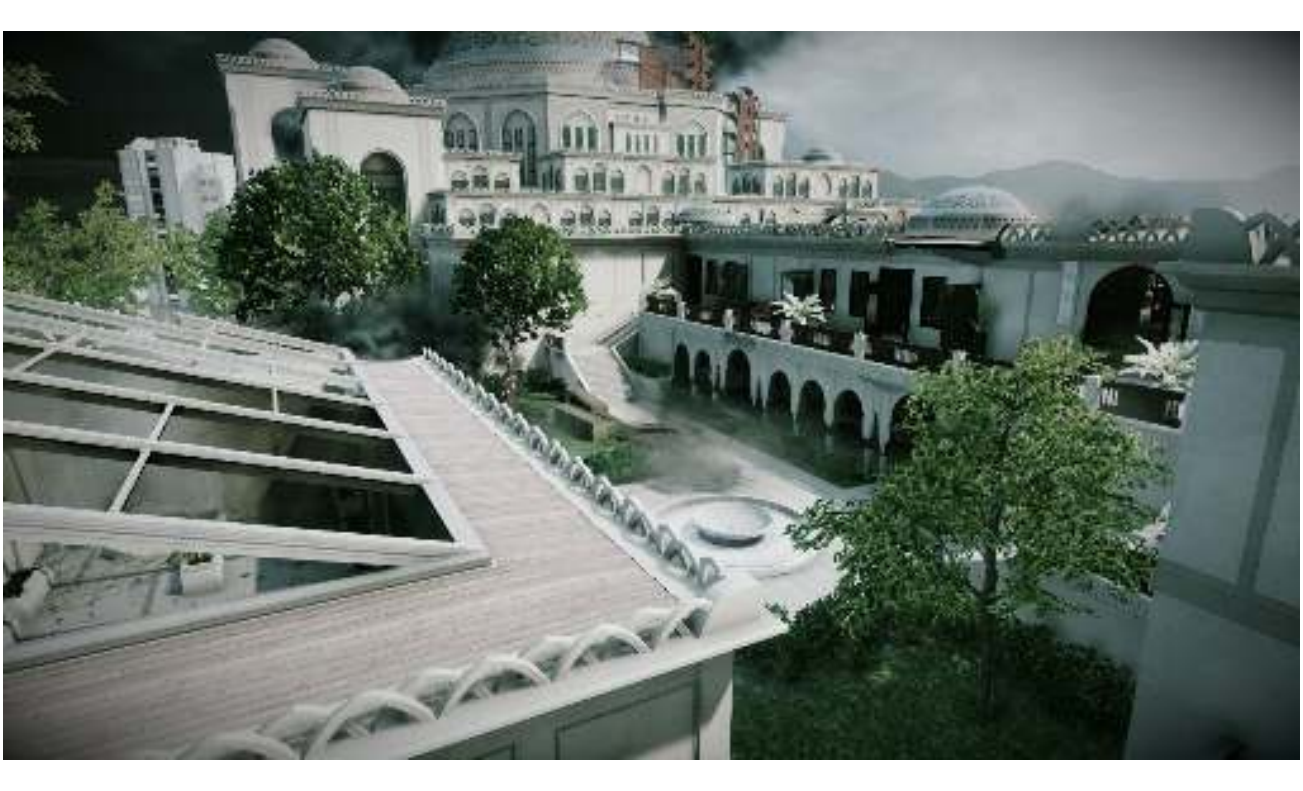


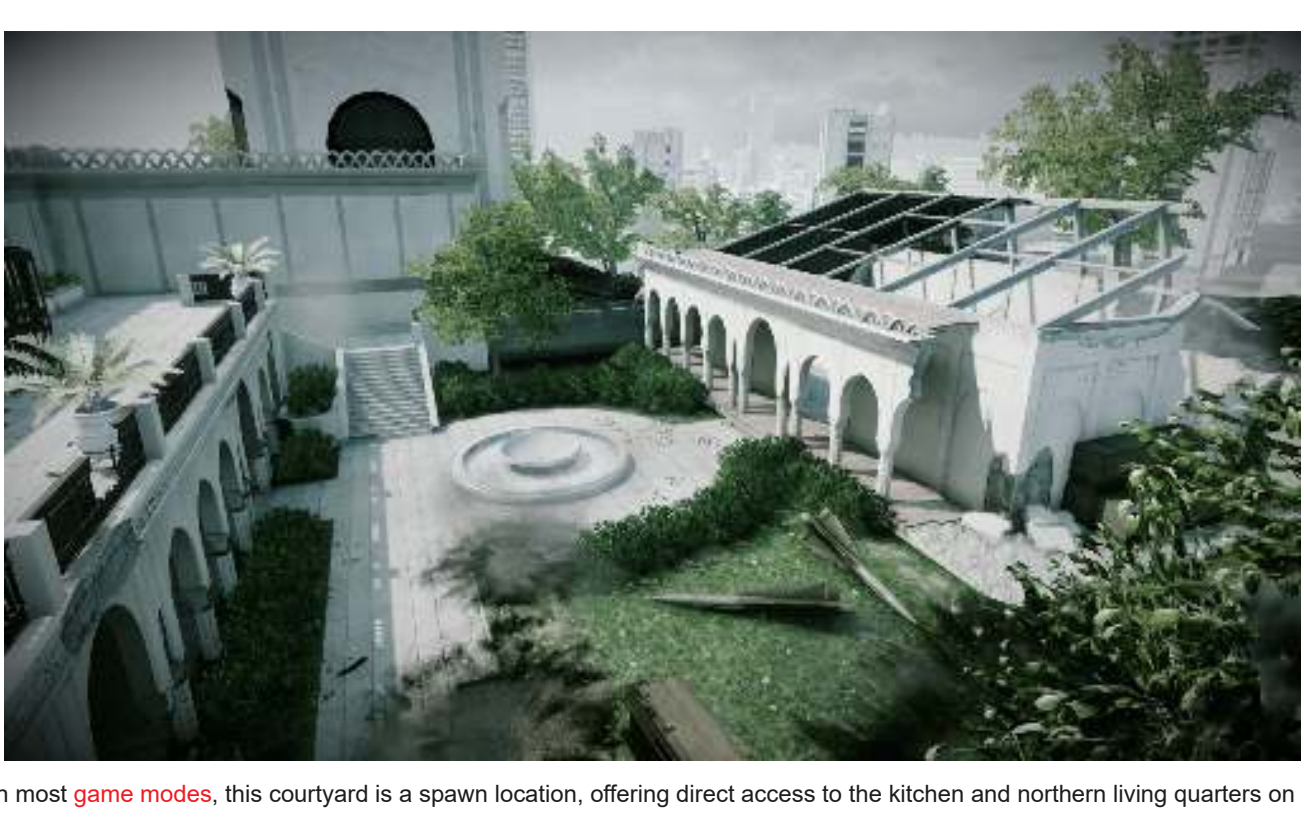
Don't get complacent while occupying the elevated walkway in the atrium. Opponents may arrive through the adjoining hallways connected to the north and south wings. So always stay on the move and keep watching for new arrivals on the top and bottom floors.

North Courtyard



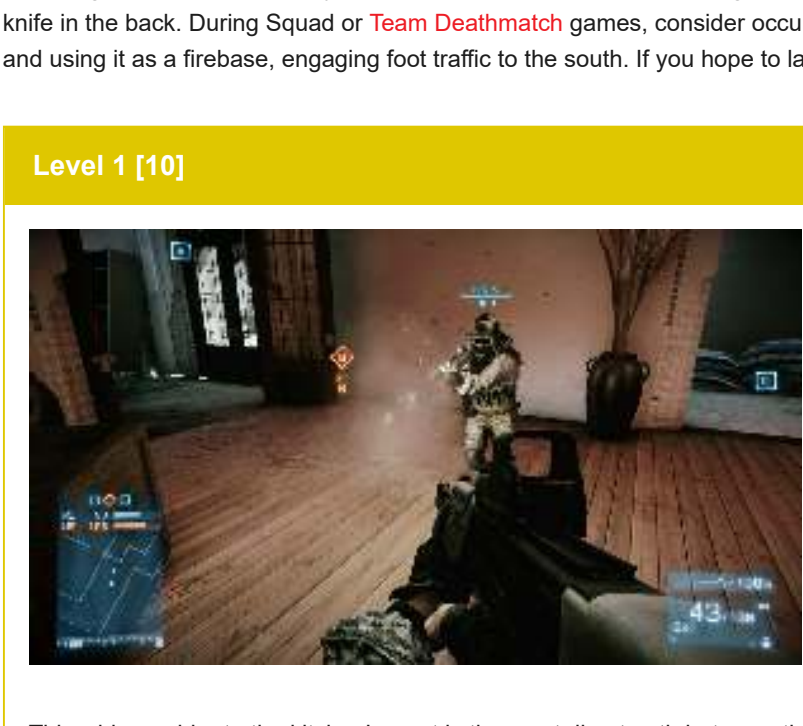






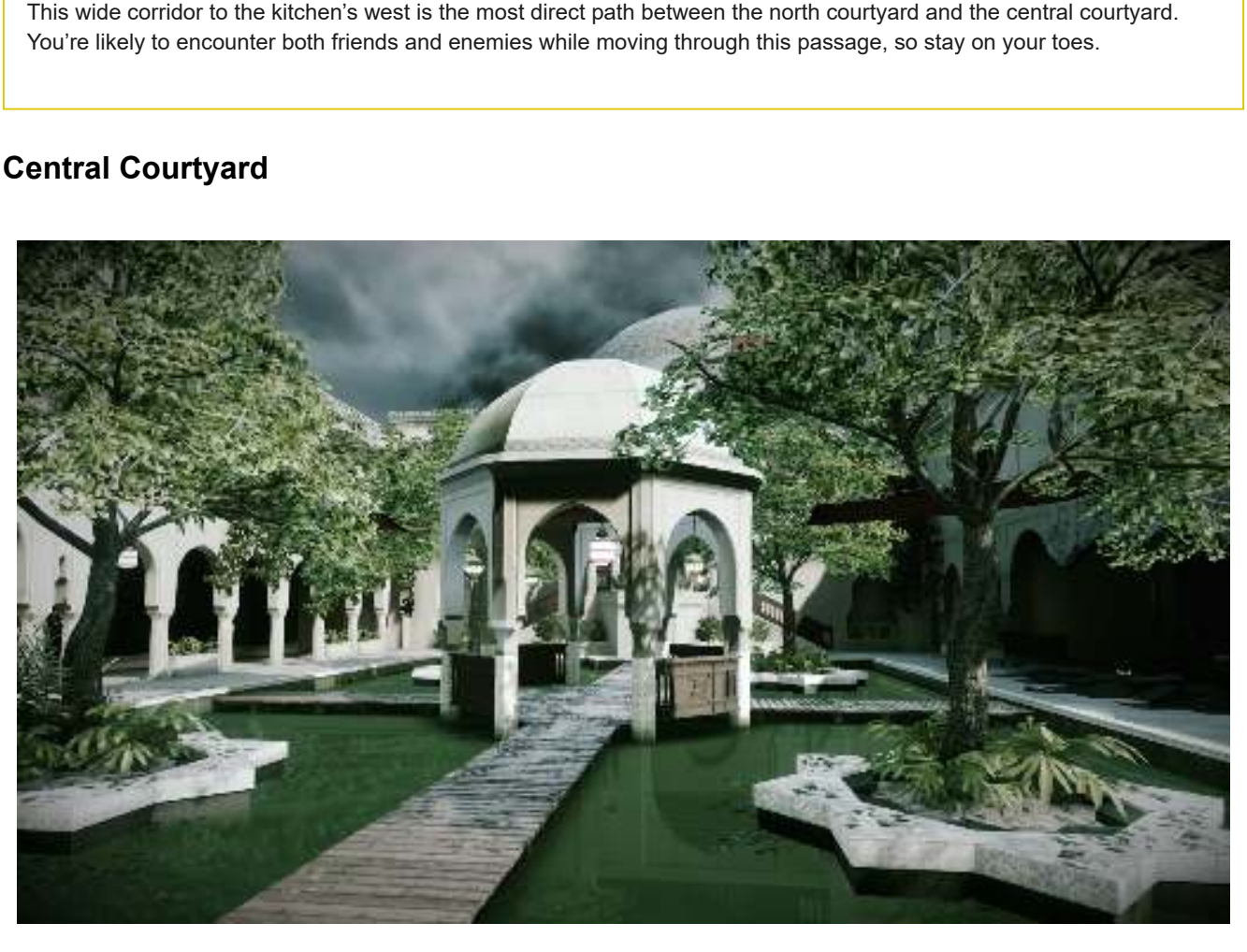
In most game modes, this courtyard is a spawn location, offering direct access to the kitchen and northern living quarters on the second floor. While this courtyard is somewhat isolated on the map's northern edge, it is still a potential kill zone. The courtyard offers remarkably long sightlines, particularly from east to west. The upper-level balcony on the south side also offers a great view of the courtyard. But don't make a habit of camping on this high-traffic footpath unless you want to catch a knife in the back. During Squad or Team Deathmatch games, consider occupying the structure on the courtyard's north side and using it as a firebase, engaging foot traffic to the south. If you hope to last a while here, bring along an assault rifle.

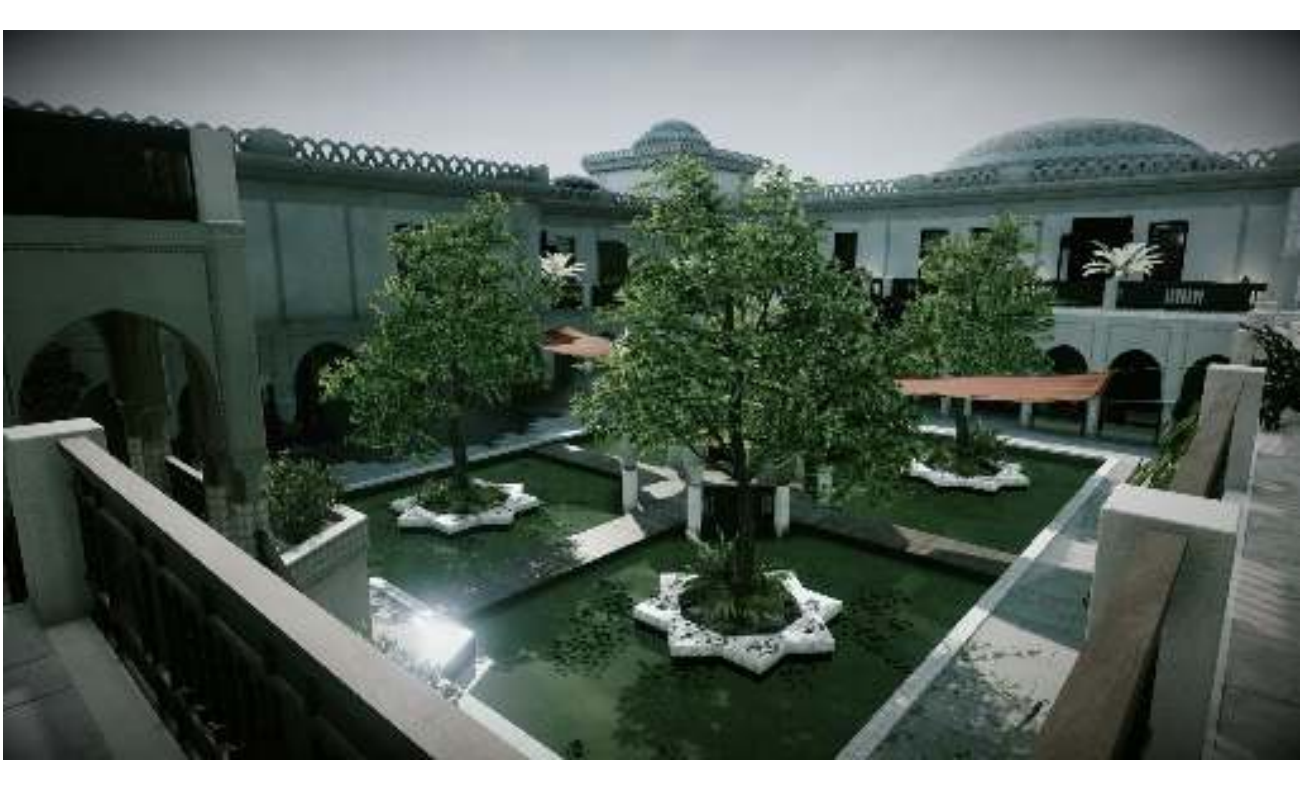
Level 1 [10]

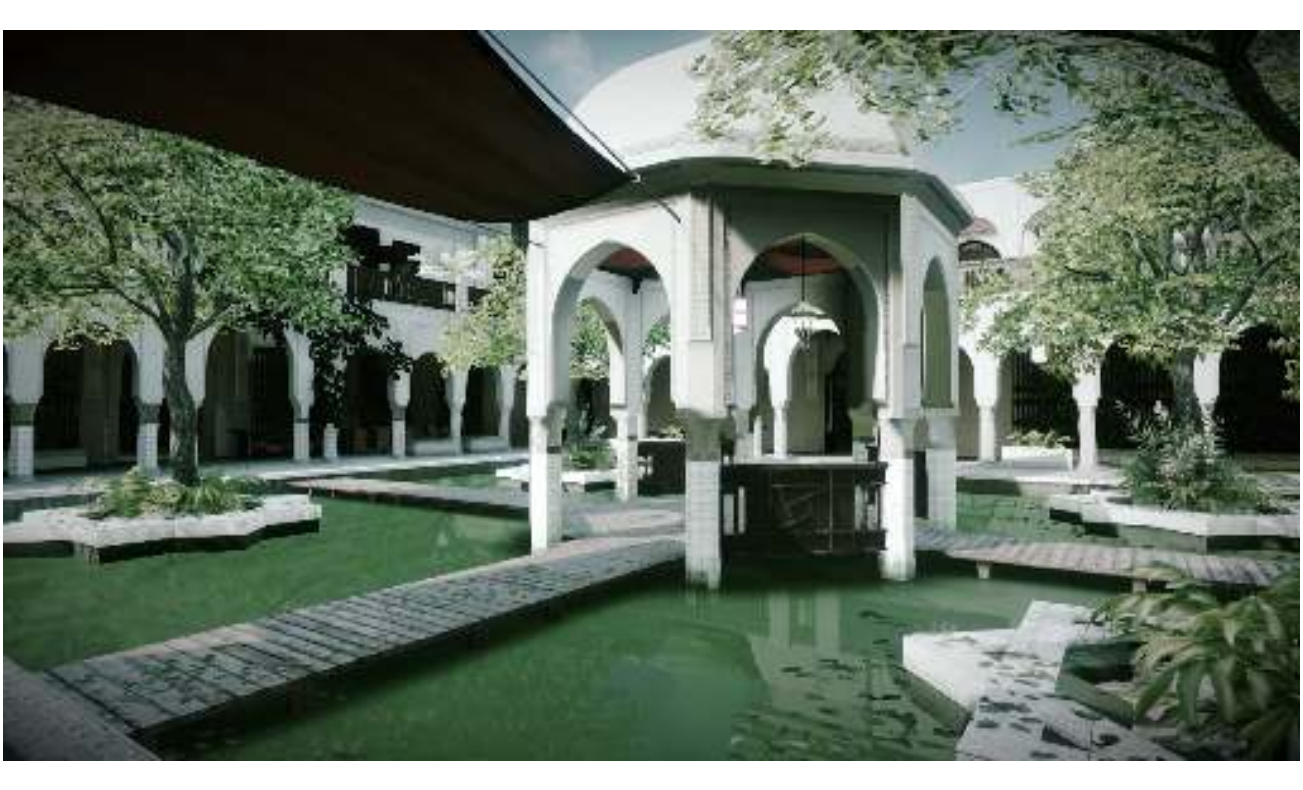


This wide corridor to the kitchen's west is the most direct path between the north courtyard and the central courtyard. You're likely to encounter both friends and enemies while moving through this passage, so stay on your toes.

Central Courtyard



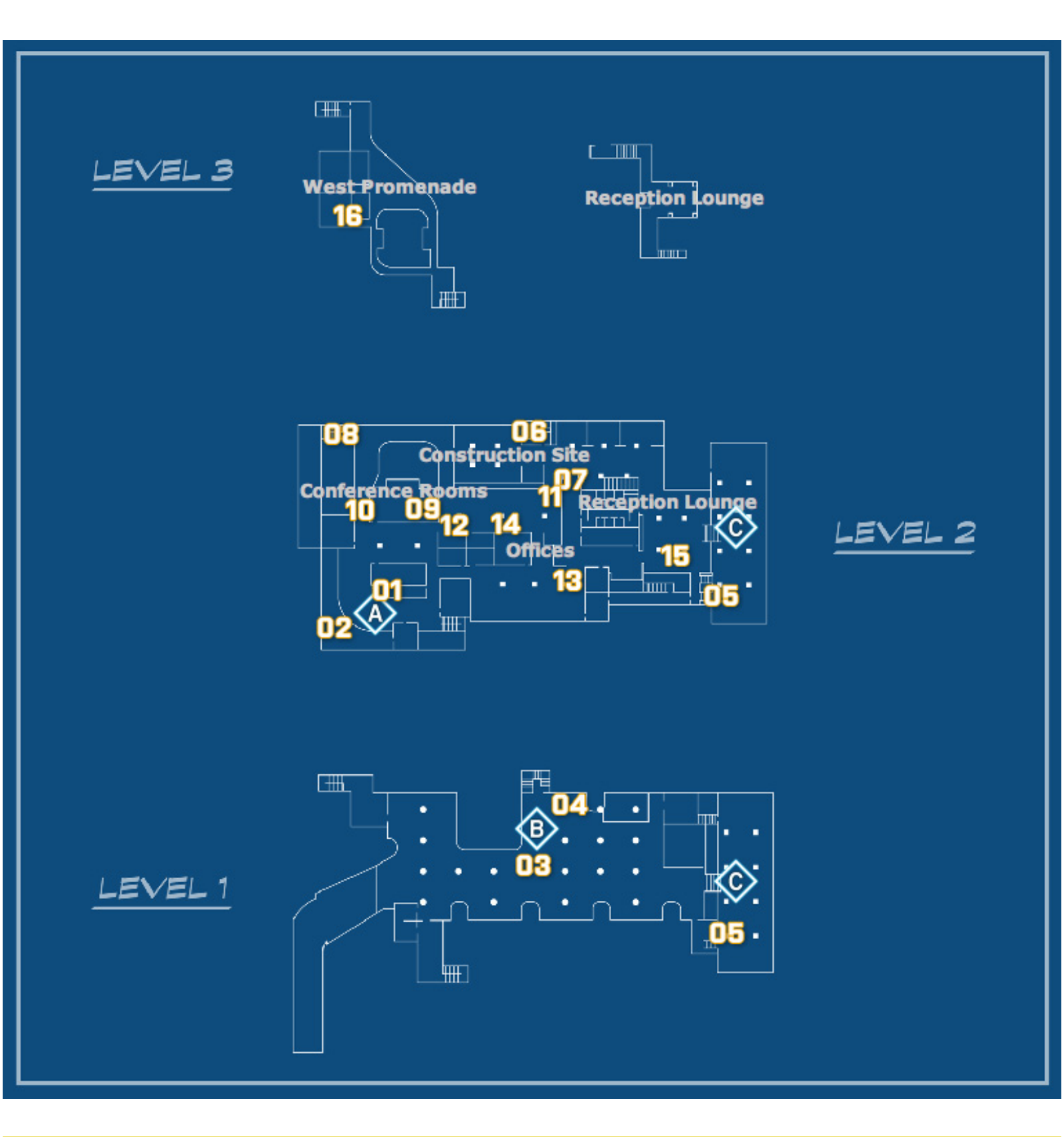




Battlefields

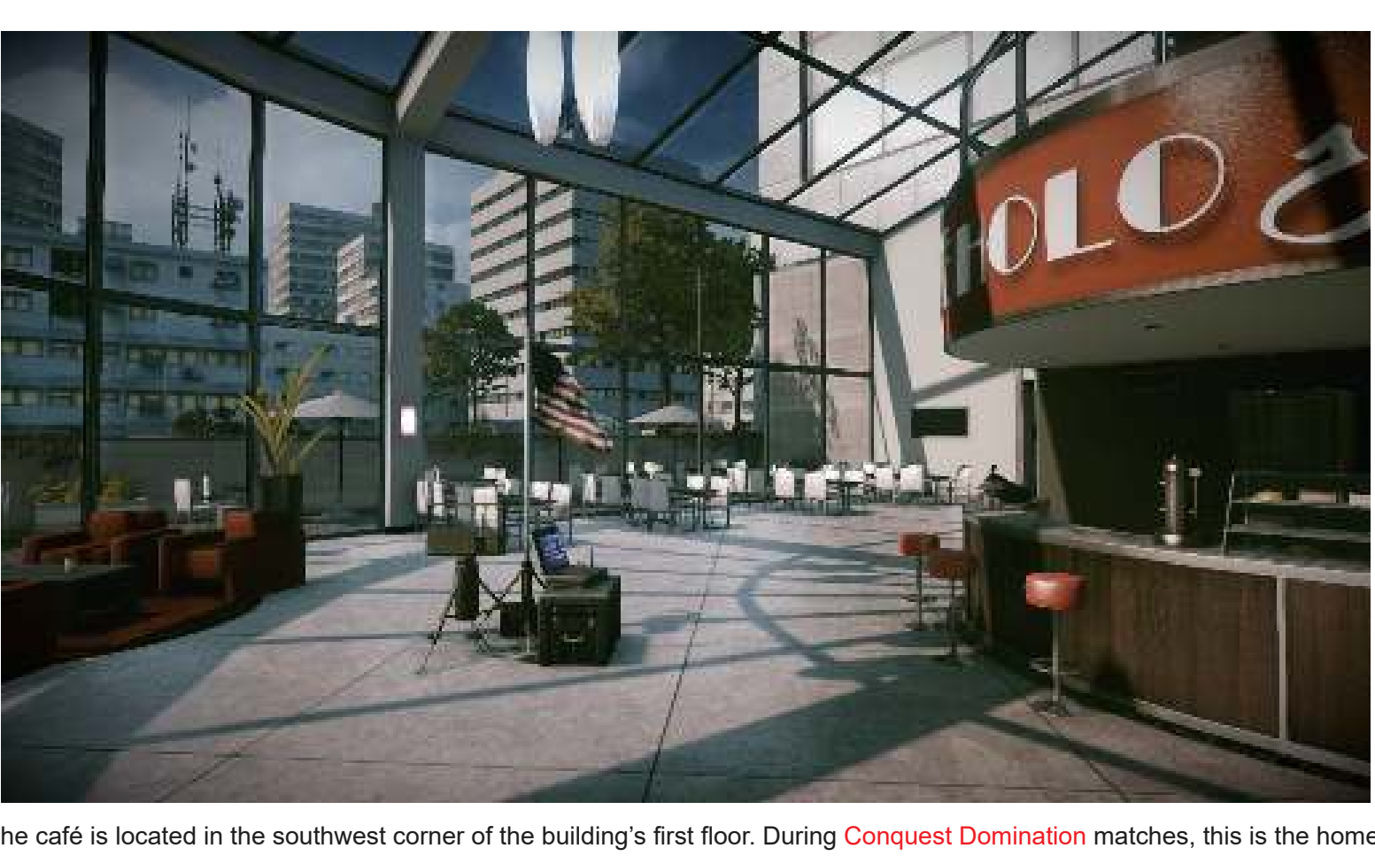
Operation 925

Points of Interest



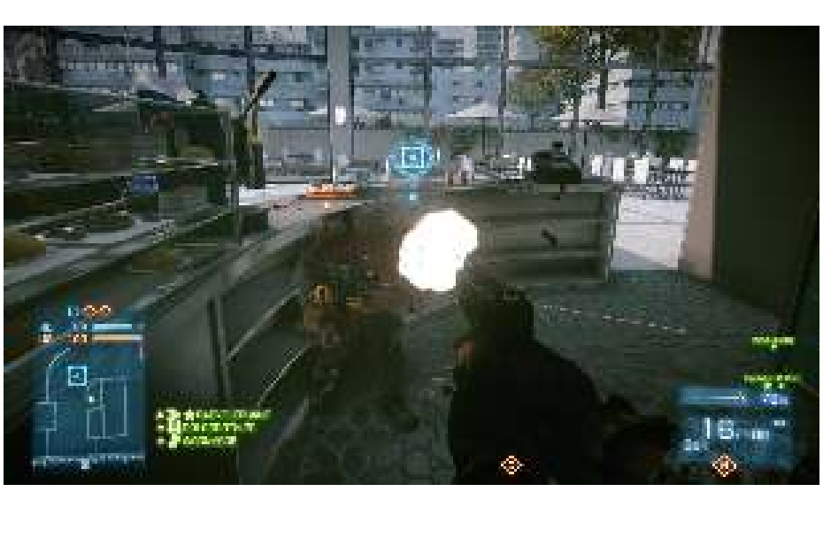
Click here for interactive maps

Café (Flag A)



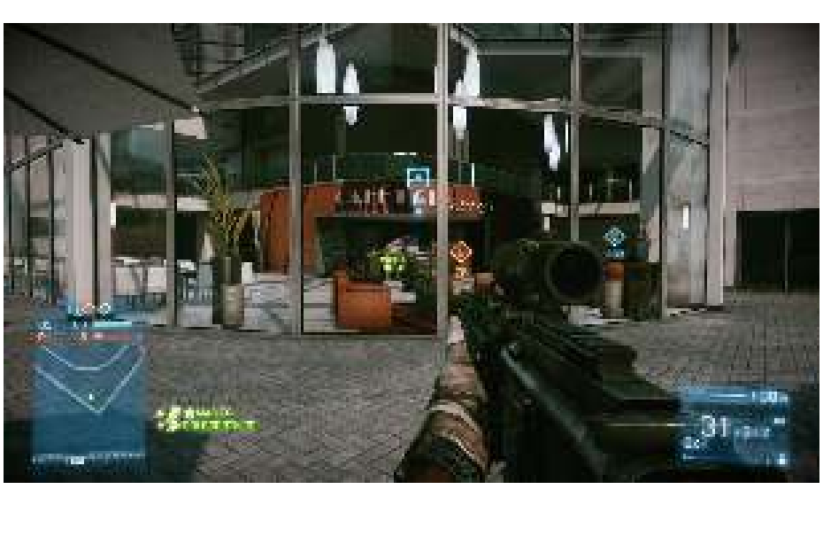
The café is located in the southwest corner of the building's first floor. During Conquest Domination matches, this is the home of Flag A, sitting just south of the café's counter. There is virtually no cover or concealment within the flag's capture radius, so consider deploying smoke before attempting to convert this flag, especially if you suspect opponents are camping nearby. The area behind the café's counter is accessible and is a popular hiding spot. Also watch the outdoor veranda to the south and the upstairs promenade, just above the café. Defenders posted on the promenade and connecting walkways have a clear view of the café, often allowing them to get the jump on attackers scurrying about the floor below. This area has one of the more wide-open spaces on the map; prepare for engagements at intermediate range. As a result, carbines and assault rifles are well suited for firefights in this area.

Level 1 [01]



Watch the area behind the café's counter. This is a popular hiding spot, especially during Conquest Domination matches. Flag A can be converted and contested from behind the counter.

Level 1 [02]



The outdoor veranda is one of the few places near the café where you can put your back up against a wall and engage the cross-traffic. This is a good defensive position while watching Flag A during Conquest Domination matches.

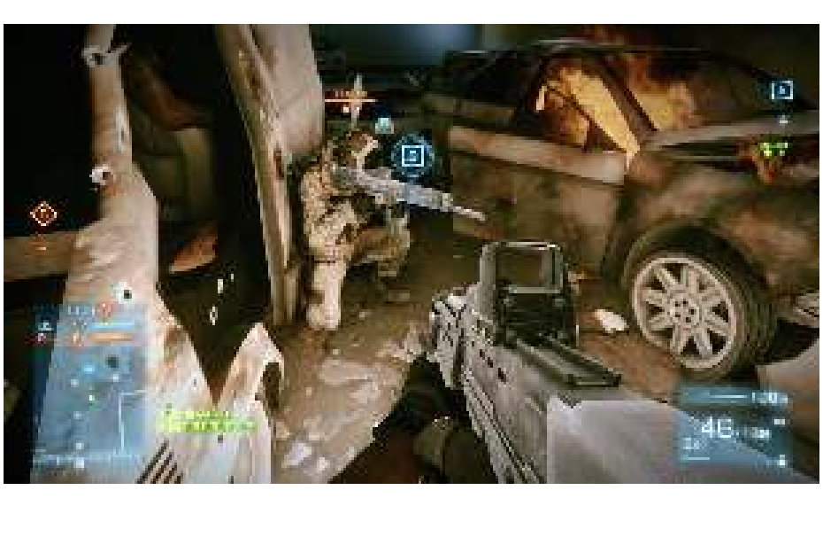
Parking Garage (Flag B)

The parking garage comprises the map's entire bottom floor, offering remarkably long sight lines that are ideal for assault and sniper rifles. Flag B is also here during Conquest Domination matches, situated between three burning vehicles near the center of the floor.

The fire, smoke, and vehicles all provide excellent cover and concealment while within the flag's compact capture radius. But always prepare for booby traps and ambushes when moving into this tight space, as there isn't much room to maneuver while converting the flag. Regardless of game mode, exercise caution while moving through the parking garage, always using the various pillars and parked cars for cover to avoid getting sniped. There are various staircases leading down into the parking garage, so always be mindful of these entry points when operating down here. If you're not careful, an opponent can sneak up behind you and steal your dog tags. When possible, keep your back to a wall to avoid such surprise attacks.

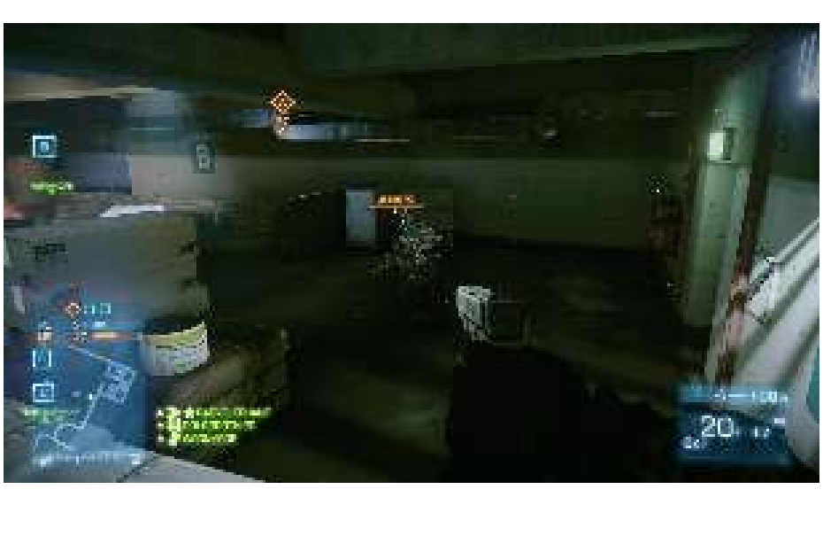
The parking garage is somewhat dark, but tactical lights and laser sights aren't terribly beneficial here; they can give away your position. You're better off attaching suppressors or flash suppressors to hide your muzzle flash.

Level 0 [03]



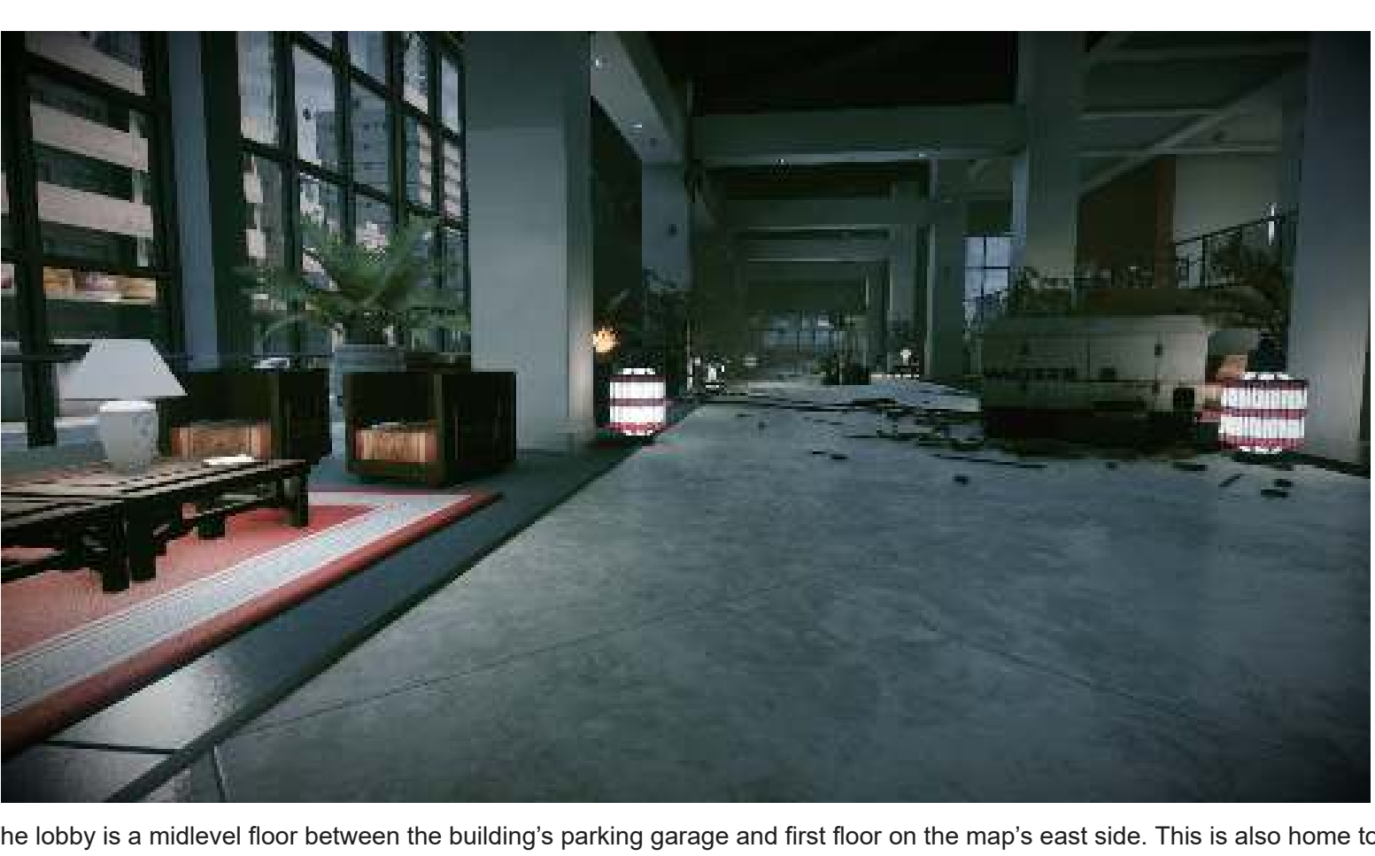
Visibility around Flag B is very limited due to the smoke and fire pouring out of the nearby vehicles. This makes it a good place to score kills with claymores and knives.

Level 0 [04]



The stairwells leading down to the garage are natural choke points. During Squad or Team Deathmatch games, consider locking down the whole garage by ambushing traffic moving through these narrow passages.

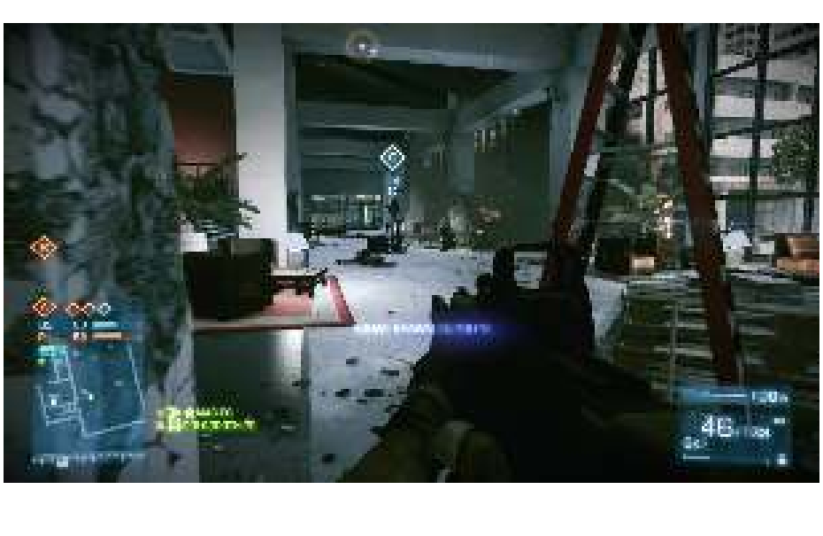
Lobby (Flag C)



The lobby is a midlevel floor between the building's parking garage and first floor on the map's east side. This is also home to Flag C during Conquest Domination maps, with the flagpole posted in the dead center of the lobby. There isn't much cover or concealment near the flag, so either deploy smoke or keep moving while attempting to convert this position.

The lobby's rectangular layout allows for some exceptionally long sight lines, particularly from north to south. Expect to find recon troops posted on the north or south ends of the lobby, looking for sniping victims. On the lobby's southern side is a small staircase leading up to a small upstairs lounge. This is also a popular defensive position, so don't forget to look up. Given the openness and long sight lines afforded by this location, consider avoiding the lobby unless you're equipped with an assault rifle or carbine. Sniper rifles can also be effective here, but because of the fast-paced action, opt for the semiautomatic variety over bolt-action rifles.

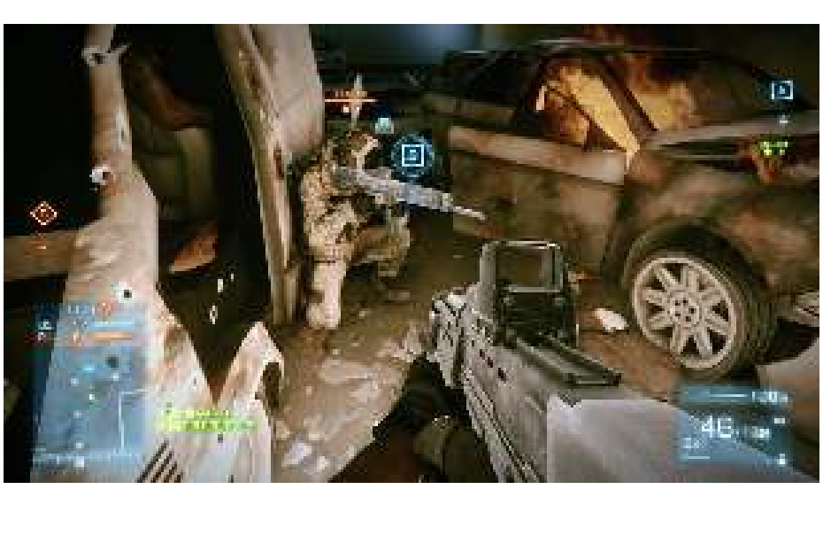
Level 0 [05]



During Conquest Domination matches, watch Flag C from the north or south sides of the lobby. Either side offers a great view of the flag, allowing you to drop opponents from long range.

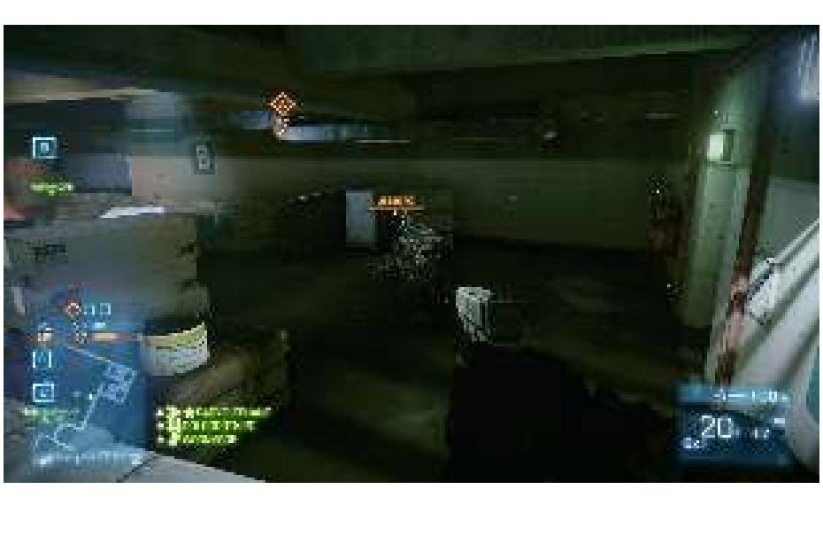
Construction Site

Level 1 [06]



Don't be in a hurry while moving through the stairwells. A laser sight can help during these close encounters, increasing your weapon's accuracy while firing from the hip. There's no need to aim at this range.

Level 1 [07]

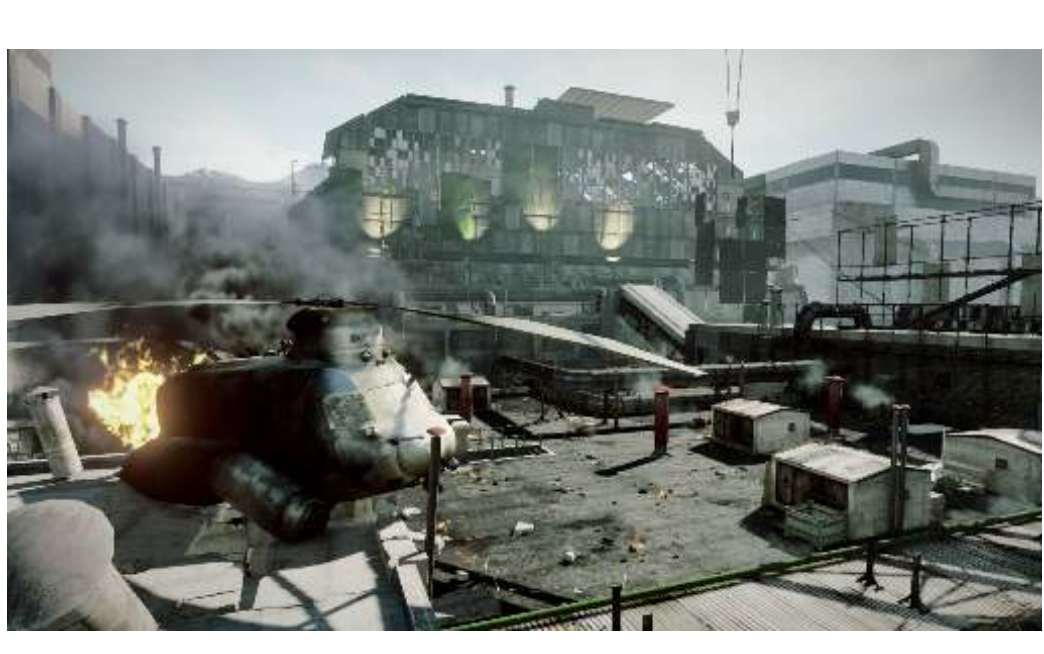


There are plenty of hiding places here, so watch out for knife-wielding opponents lurking in the shadows. If you're trying to win a Gun Master match, this is a good place to stalk your prey.

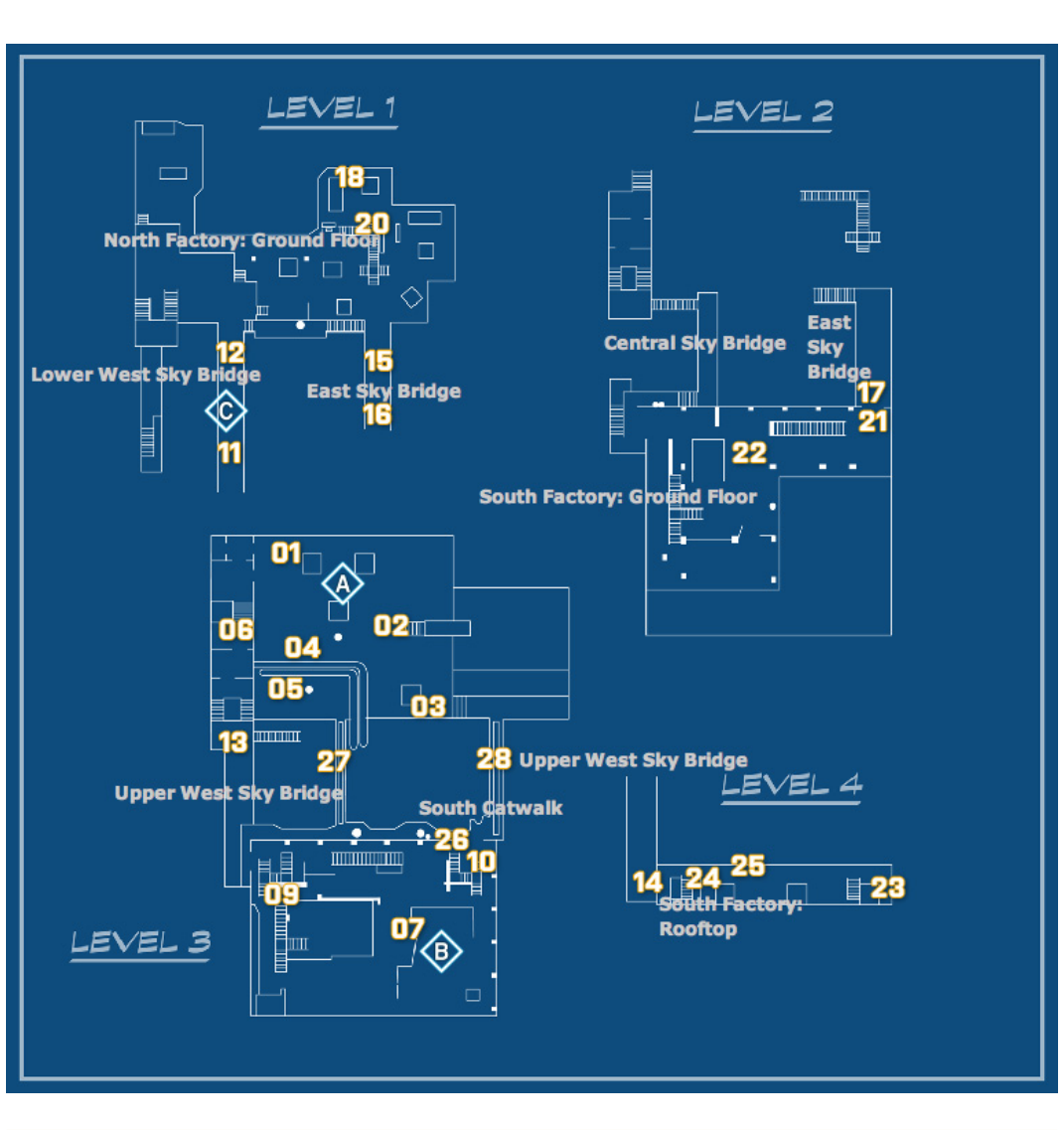
Conference Rooms

Battlefields

Scrapmetal



Points of Interest



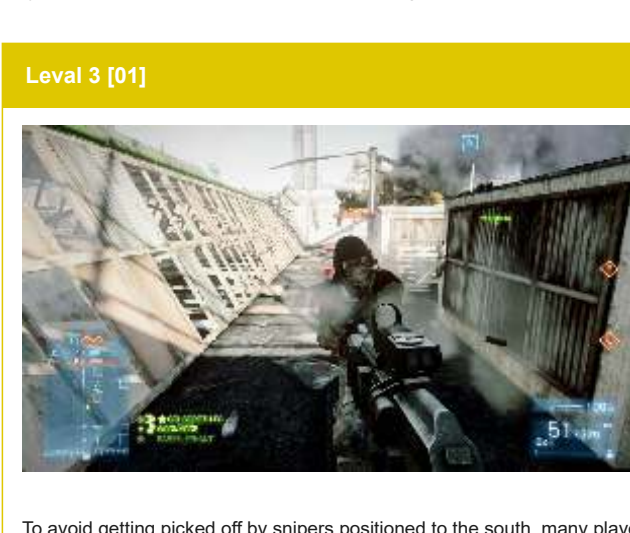
Click here for interactive maps

North Factory: Rooftop (Flag A)

During Conquest Domination matches, the north rooftop is home to Flag A, making it a high-traffic area. If you're attempting to convert the flag here, always seek cover, deploy smoke, or just keep moving. Sharpshooters posted on the catwalks and rooftop to the south often watch this area, looking for long-range kills. Sniper duels are common between this rooftop and the building to the south, so never pause to enjoy the view unless you're behind a solid piece of cover.

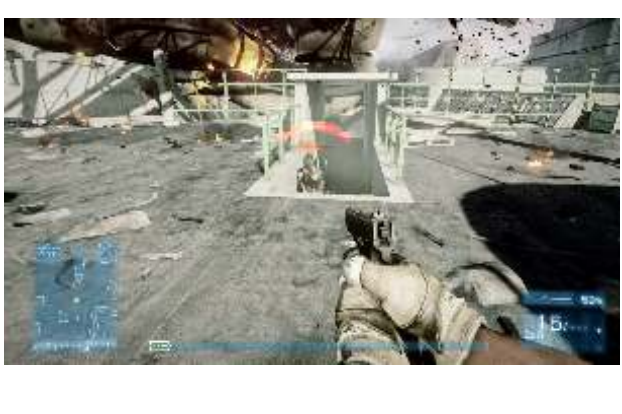
The doors to the west and the staircase to the east are the most common approaches to this rooftop. Troops moving across the top of the sky bridges can also access this rooftop. Given the long sight lines afforded by this location, carbines, assault rifles, and sniper rifles are best suited for engagements here. Remember, opponents on this rooftop aren't the only threat; you may also have to contend with opponents sniping from the south.

Leval 3 [01]



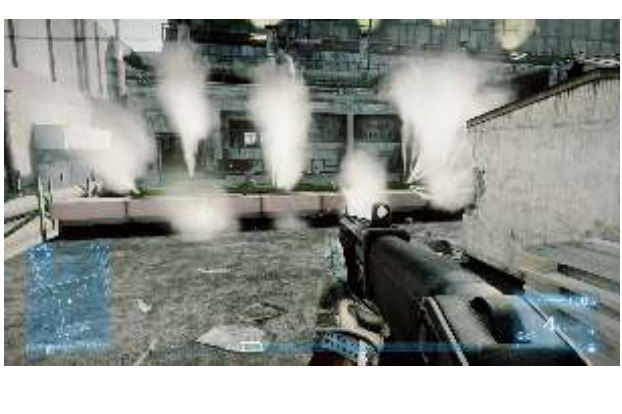
To avoid getting picked off by snipers positioned to the south, many players hide behind these structures on the roof's north side. As a result, prepare for close-quarter engagements here, particularly during Conquest Domination matches.

Leval 3 [02]



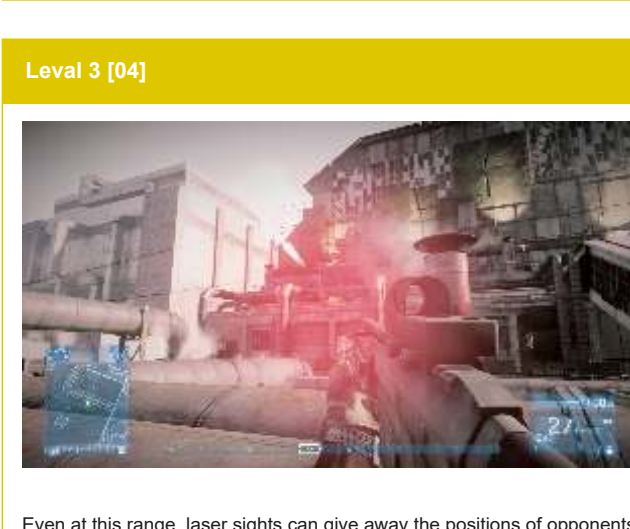
The stairway on the rooftop's east side is a popular access point and a natural choke point. Claymores are very effective here. When firing at opponents ascending the stairway, try to finish them off before they can reach the rooftop. The narrow stairway limits lateral movement, making them an easier target.

Leval 3 [03]



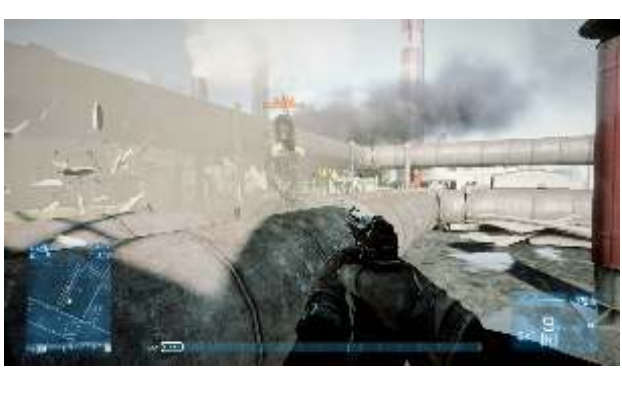
The green pipe on the roof's southern edge emits thick clouds of steam when perforated by small-arms fire. Use these steam clouds to obscure the vision of sharpshooters posted on the south factory's rooftop.

Leval 3 [04]



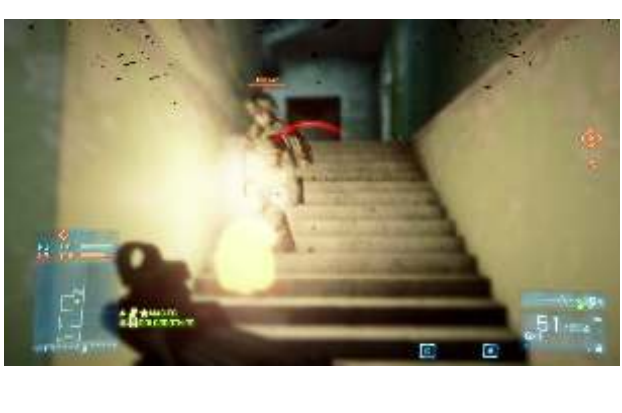
Even at this range, laser sights can give away the positions of opponents on the south factory's rooftop or the south catwalk. When countersniping from this rooftop, always seek out cover. The large pipes on the roof's southwest side offer decent cover and concealment while crouched.

Leval 3 [05]



These large pipes offer decent cover, but they can also hinder your movement, requiring you to jump over them. Just be careful when leaping over these pipes because opponents may be waiting to ambush you on the other side.

Leval 3 [06]

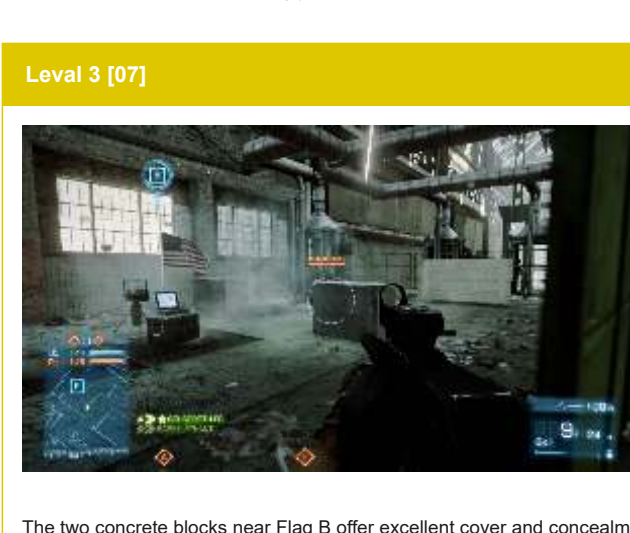


Don't sprint while moving through the narrow stairwell on the roof's west side. Always keep your weapon raised and ready to fire. Otherwise, all it takes is one point-blank shotgun blast to ruin your day.

South Factory: Top Floor (Flag B)

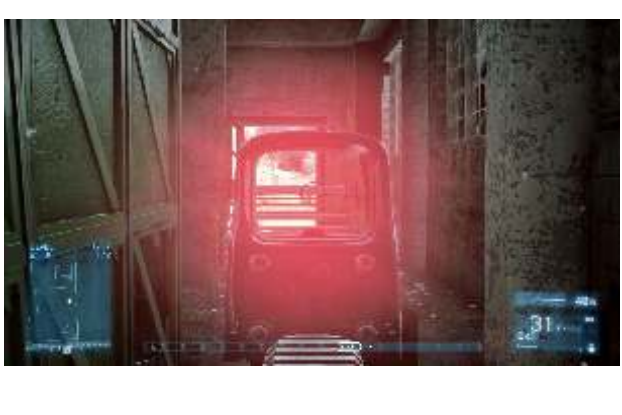
The south factory's top floor is home to Flag B during Conquest Domination matches, making this a hotly contested location. Although this floor is rather large, it is divided by several walls and partitions. Many of the green wooden partitions can be destroyed with small-arms fire and explosives, opening up longer sight lines. In Conquest Domination matches, Flag B is located in the southeast corner of the floor, surrounded by several walls. This limits engagements around the flag to point-blank range where shotguns and PDWs dominate. There's a large opening in the floor's west side, providing a good view of the floor below from multiple angles. But don't get too comfortable camping anywhere on this floor. Given the various stairways and blind corners, opponents can pop up from anywhere. Instead, stay on the move and periodically turn around to ensure no opponents are following you.

Leval 3 [07]



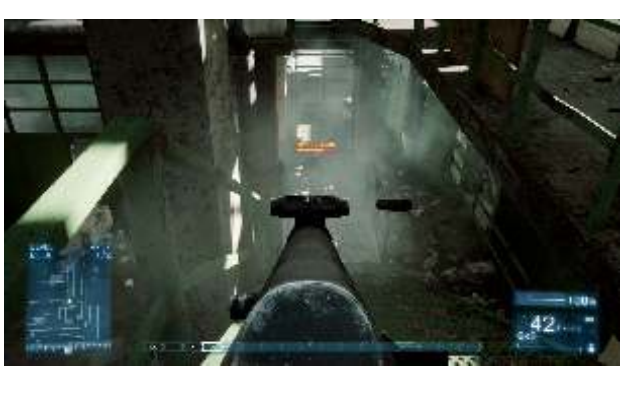
The two concrete blocks near Flag B offer excellent cover and concealment. Even while engaging opponents, standing behind these blocks makes you harder to see and hit.

Leval 3 [08]



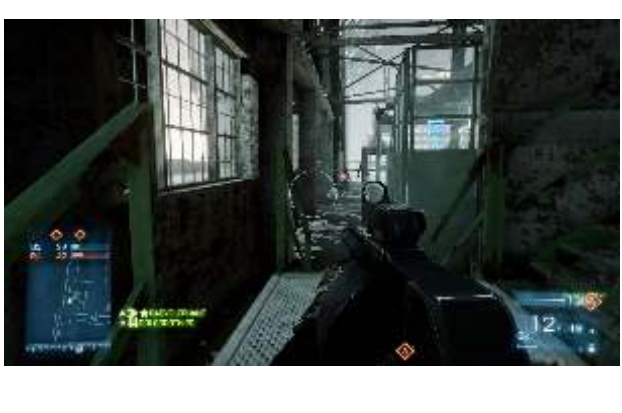
By peering between the nearby steps and through the doorway to the north, you can engage opponents on the north factory's rooftop to score some long-range kills. But remember, if you can see them, they can see you. Always turn off any tactical lights or laser sights to avoid giving away your position.

Leval 3 [09]



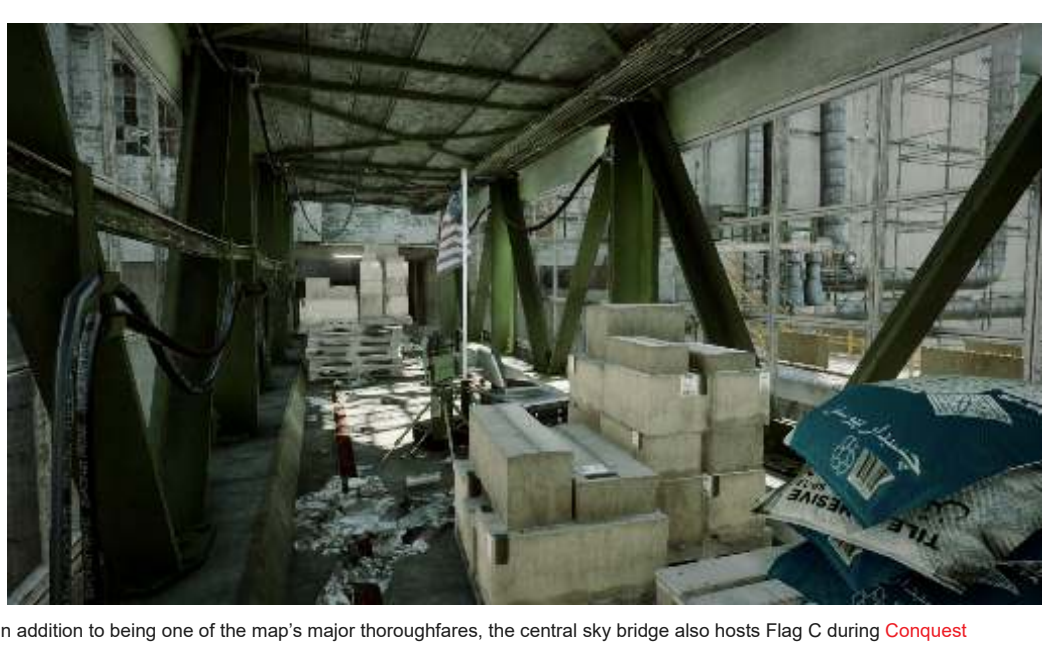
The stairway on the floor's west side is a key choke point. From this opening in the floor, you can engage opponents on the stairs and those scurrying around on the bottom floor.

Leval 3 [10]



Be careful when approaching Flag B from this narrow passage on the floor's east side during Conquest Domination matches. Opponents positioned near the flag may have you in their sights long before you can retaliate. It's safer to approach the flag from the west side.

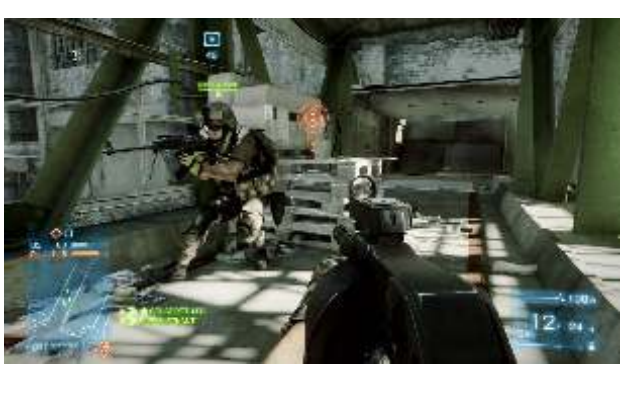
Central Sky Bridge (Flag C)



In addition to being one of the map's major thoroughfares, the central sky bridge also hosts Flag C during Conquest Domination matches. Given its central location between the two factories, the fight for this flag is intense. A few cardboard boxes and wooden pallets positioned on each side of the flag offer the only concealment from opponents to the north or south. But the sky bridge can also be monitored from the two flanking sky bridges to the east and west. Therefore, don't plan on spending much time here.

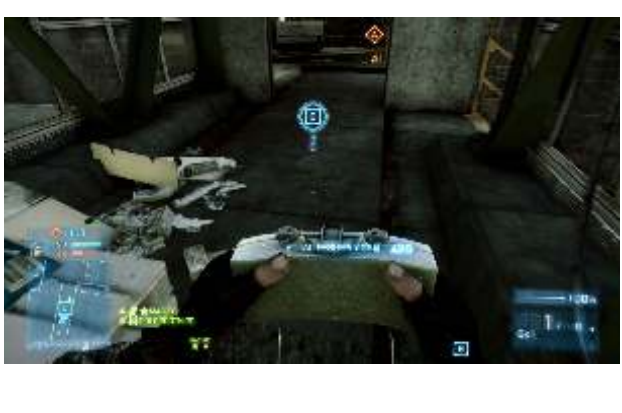
If you want to defend this flag, do so from the perimeter. The sky bridge connects to the bottom floors of each factory, making it a high-traffic area for north–south travel and a dangerous choke point frequently booby-trapped with claymores and C4. The roof of this sky bridge is accessible from catwalks and stairs on the north and south sides. Sometimes moving along the roof is preferable to moving within the cramped interior. Whatever your preference, move through this area fast to avoid getting caught in a cross fire between the two factories.

Leval 1 [11]



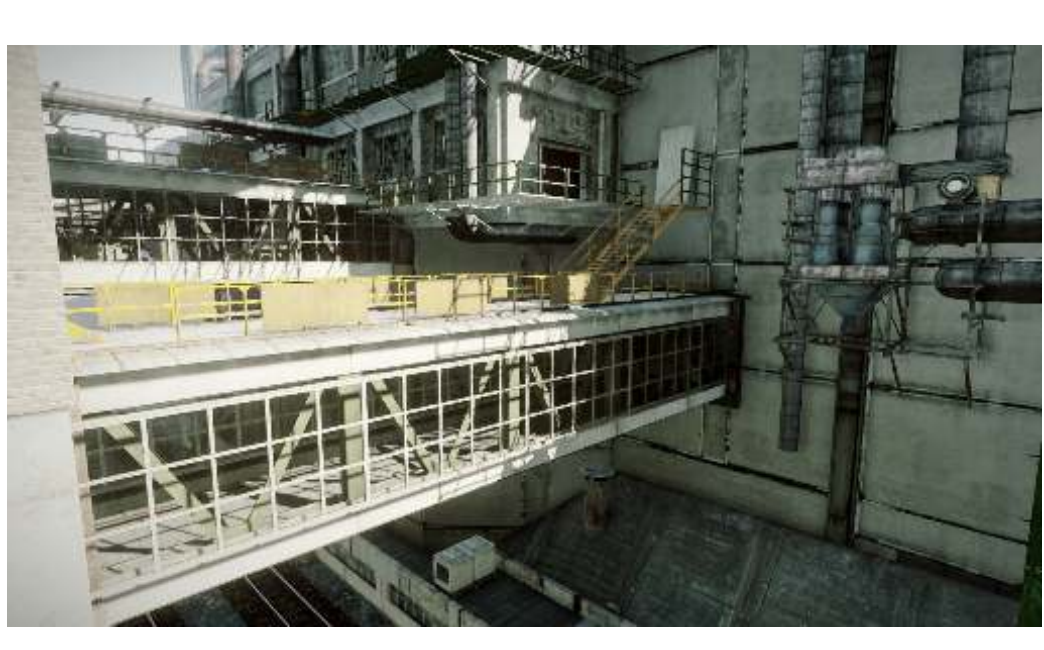
When possible, always convert Flag C with a teammate during Conquest Domination matches. You'll need to watch both ends of the sky bridge to fend off any sudden counterattacks.

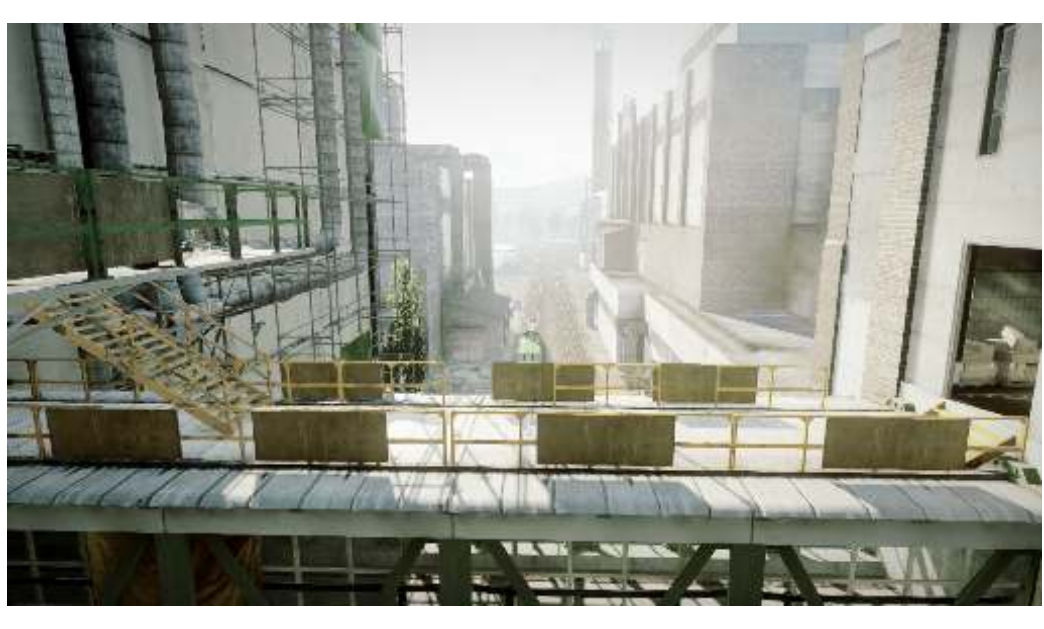
Leval 1 [12]



Consider hiding claymores near the wooden pallets in this sky bridge. This is a high-traffic area in all game modes, practically guaranteeing you claymore kills.

Lower West Sky Bridge





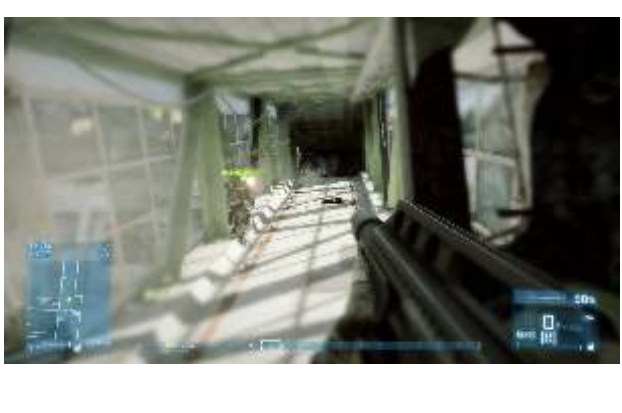
In terms of elevation, this is the lowest of the four sky bridges connecting the ground floors of the north and south factories. Only the roof of this bridge is accessible. The low elevation and lack of enclosure can make crossing this bridge extremely dangerous. So if you're forced to cross this bridge, do so while sprinting. This may not protect you completely, but it will make you more difficult to hit. If available, consider deploying smoke to mask your advance.

On the bridge's north end, you can race directly into the north factory for cover. But on the south end, you must first traverse an exterior staircase before you can reach the interior of the south factory. The connecting catwalk on the south end also allows access to the roof of the central sky bridge. But if you're taking fire, it's best to limit your exposure along these exterior pathways.

Upper West Sky Bridge

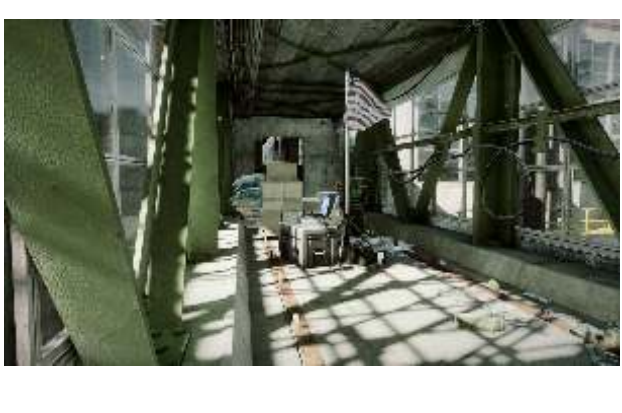
This sky bridge is located just above the lower west sky bridge and connects the rooftops of the two factories. To negotiate the elevation differences between the two rooftops, this sky bridge is sloped at a steep angle, forcing those on the north side to race uphill. When moving along this bridge, adjust your aim by either raising it or lowering it so you can spot and engage opponents at the opposite end. There is no way to access the roof of this sky bridge, so take care while moving through the interior, where there's no cover. Firefights in this sky bridge often favor those on the south side, as it allows them to fire down at opponents on the north end. The bridge's south side is connected directly to the south factory's rooftop. There's also a staircase nearby that leads down to the south factory's top floor. On the north end, the bridge is connected to a narrow stairwell leading up to the north factory's rooftop. Regardless of the game mode, these two rooftops are popular locations, often making this sky bridge a high-traffic thoroughfare.

Leval 3 [13]



Players on the north side of this sky bridge are at a disadvantage during firefights here due to the steep slope. Watch out for incoming fire as well as grenades rolling down the floor of the sky bridge. Chunks of the wall surrounding the northern doorjamb can be shot out, so don't feel too safe hiding here.

Leval 4 [14]



Be careful rounding this corner where the sky bridge connects to the south factory's rooftop. This is a high-traffic area, so be ready to engage opponents at point-blank range. Alternatively, there may be opponents on the rooftop covering this junction.

East Sky Bridge

The east sky bridge directly connects the ground floors of the north and south factories. However, these two ground floors are not at the same elevation, so the sky bridge is sloped upward on the south side. The interior of the sky bridge is littered with wooden pallets and cardboard boxes. Think of these objects more as obstacles than as cover. Be ready to vault over them as you pass through this sky bridge.

The roof of the sky bridge is also accessible. On the south side, a piece of sheet metal serves as a makeshift ramp, connecting the sky bridge's roof to the south catwalk, located directly outside the south factory's top floor. On the north end, the sky bridge's rooftop is connected to a yellow exterior catwalk running along the north factory's exterior wall. But be careful when traversing this sky bridge's rooftop. It is exposed up here, and there are two dislodged panels creating large openings. If you don't watch your step, you may fall through one of these openings and drop into the sky bridge's interior. Such drops aren't fatal or even harmful, but they may put you in direct contact with opponents below.

Leval 1 [15]